Romance of The Three Kingdoms XI

EVERYONE 10+

CONTENT RATED BY ESRB

KOEI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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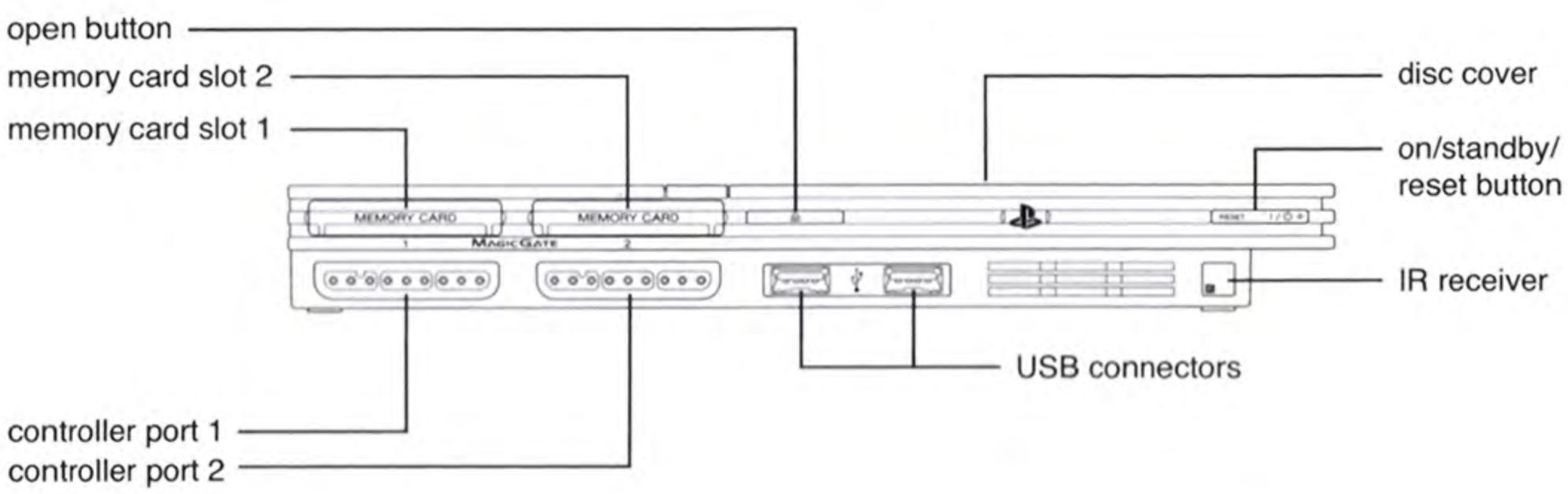
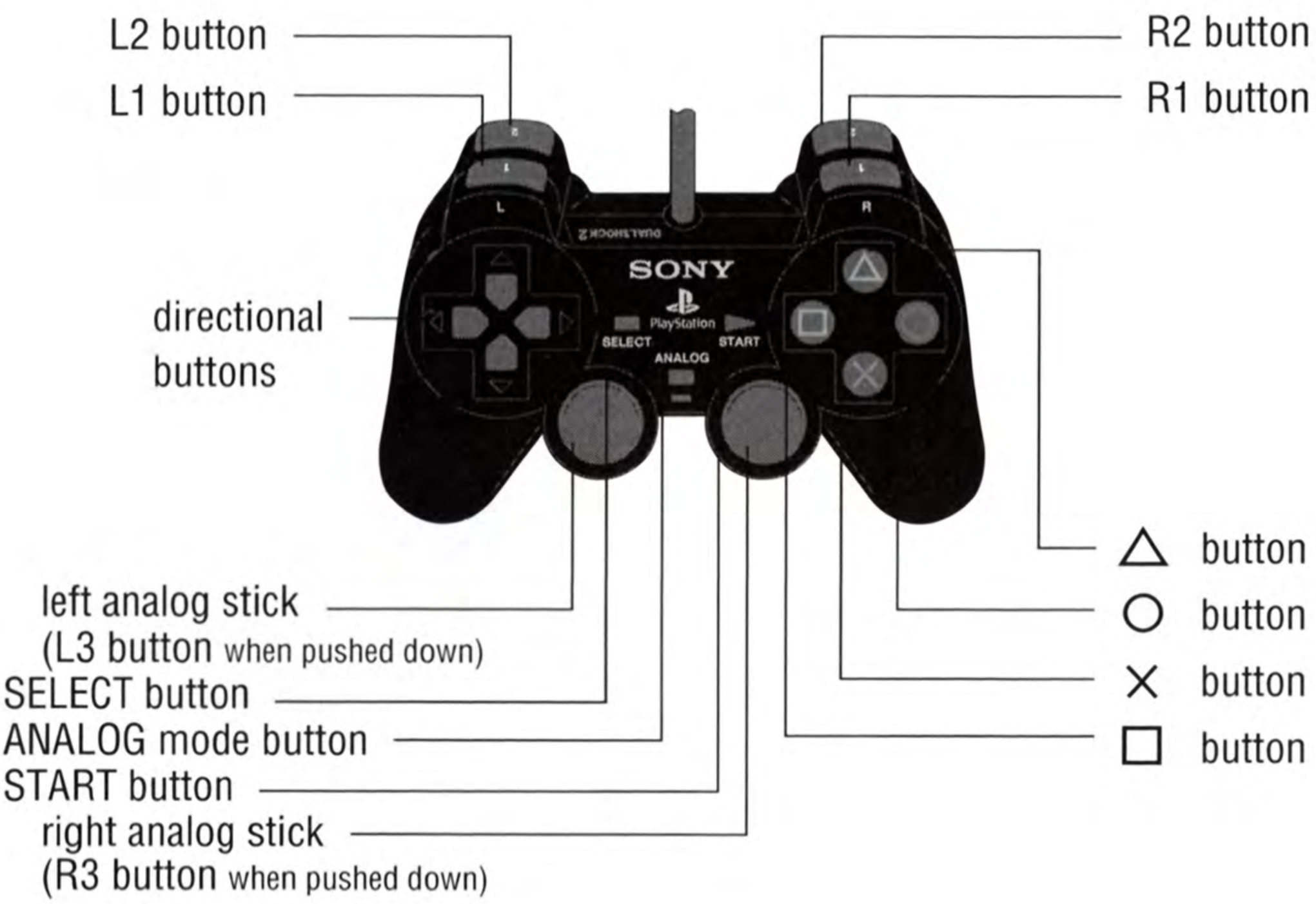
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the ***Romance of the Three Kingdoms® XI*** disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



BASIC CONTROLS

DUALSHOCK®2 Analog Controller

L2 button

Display the Jump List (P.10)

SELECT button

Glossary, Hints, and Officer Evaluation.
Display objectives during the Tutorial and Challenge stages. (P.4)

L1 button

Jump to the next available base if the Jump List is not displayed.

Hold down the ● button while pressing the L1 button to jump to the next available unit.

Directional buttons

Select locations on the map.

Left Analog Stick

Move cursor

L3 button

* Press down on the left analog stick.
Display the log and officer message history

ANALOG mode button

The analog LED will remain on the entire game.

SELECT button Tips

By pressing the SELECT button on the Main Map, you can view the Glossary. When selecting or executing a command, pressing the SELECT button will allow you to see the definition of terms associated with that command. Also, tips for progressing through the game will be displayed by selecting Hints.

Basic Controls

*This game supports the DUALSHOCK® analog controller as well. Non-DUALSHOCK compatible controllers are not supported.
*This game only uses controller port 1.
*Visit the Options screen (P.7) to turn vibration on and off.

START button

Display Start Menu

R2 button

Toggle unit/facility info.
Toggle mini-map.

R1 button

Jump to the next available base if the Jump List is not displayed.

Hold down the ■ button while pressing the R1 button to jump to the next available unit.

○,×,△,□ button

× button

Confirm

△ button

Return

Display information (when facility commands and unit commands are not displayed).

○ button

Confirm

Advance a turn

■ button

Hold down the button and use the directional buttons or the left analog stick to scroll quickly through the map.

While holding down the ■ button, use the L1 and R1 buttons to jump to the next available unit.

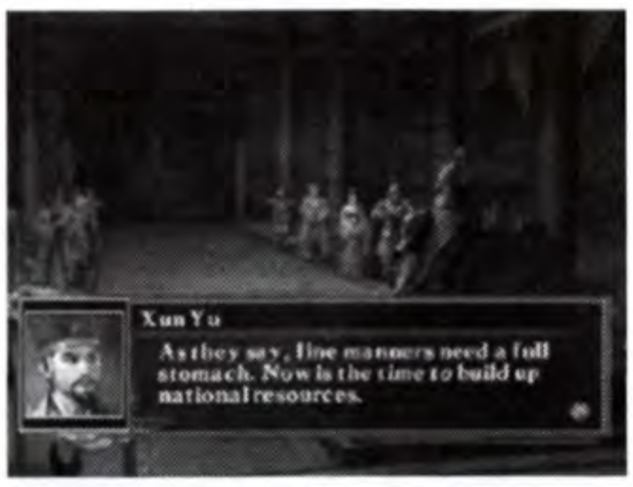
Right Analog Stick

Rotate camera

R3 button

* Press down on the right analog stick.
Rotate the main map so the upper portion of the screen faces north.

Consult with the Council for advice.



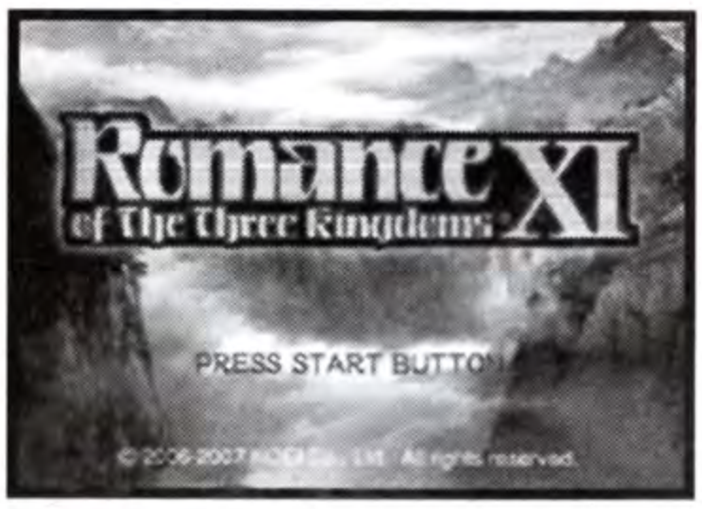
Council (P.41) is a useful area where you can receive advice from the officers under your command on how to best proceed. If you find yourself lost in the game, give it a try.

STARTING A GAME

1 Insert your Romance of the Three Kingdoms XI disc into the PlayStation®2 console and insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1.

2 The game will start up and the Opening Movie will play. You can press the START button to skip to the title screen.

3 Press the START button on the title screen to bring up the Main Menu.



*You need a memory card (8MB)(for PlayStation®2) with at least 1489KB of free space in order to save.

Main Menu

Continue	Resume a previously saved game.
New Game	Begin a new game.
Tutorial	Learn about the game and how to play it.
Create Officer	Create and edit original characters.
Options	Adjust the game settings.

Starting a New Game

Select "New Game" from the Main Menu to select a scenario to play.

Scenarios	Choose a scenario and a force. Select up to 8 forces to fight under player control and set the game options to begin. If you have created original characters, the Officer Assignment screen will be displayed.
Preset	A list of recommended scenarios will be displayed with the characters preselected for each scenario. Select your scenario and set the game options to begin.
Challenge	A list of scenarios based on battles from the historical novel, "Romance of the Three Kingdoms." Unlike normal scenarios, these scenarios will end when the objectives for the scenario are met. View the objectives by pressing the SELECT button.
Starting a New Game	Select "New Game" from the Main Menu to select a scenario to play.

Officer Assignment Screen

Dispatch Officer	First, dispatch officers that will appear in your scenario. Then, create new forces and assign locations to the officers. * If you do not select "Dispatch Officer," your created officers will not appear in the game.
Create Force	Form a new force led by one of your original officers for the selected scenario. 1. Select "Create New Force." 2. Select "Create/Edit Force" and choose a Sovereign from the list and select a home base from the map. Your home base can be any unoccupied city. 3. When you want to control more than one city, select "Edit Cities" and select the unoccupied cities you wish to control. 4. Select "Edit Force Color" and "Edit Titles." Editing these settings is optional. If your ruler is an emperor, you will need to select a country name.
Assign Officers	Assign your officers to cities. If you do not specify a city, they will be automatically assigned a city. If the city is under your control, you must decide whether to employ them. If you choose not to employ them, they become Free Officers. If the officer is under 15 years of age, they will appear when they turn 15. You can find them by using "Search."
Remove Officers	Undo the placement of your officer.
Reset	Restores all force and officer settings to default.

Options

You can adjust the game settings in the "Options" menu when starting a new game or when pressing the START button during the game.

Game

These settings can only be set at the beginning of the game.

Level	Selecting "Advanced" results in a stronger opponent. The success rate of Diplomacy commands and the like is lower than in "Beginner." Additionally, the computer has an advantage during duels.
Battle Deaths	Adjust the frequency with which officers can die in battle or in duels.
Ability Change	If turned on, the officer's abilities will be affected by age. Their abilities will rise until they reach the set parameters for that character, and once they reach a certain age, will begin to decline. Turned off, officer abilities will stay the same throughout the entire game.
Face Change	If turned on, the face portraits for certain characters will age over time.
Sorcery/Lightning	If turned on, you will be able to use "Sorcery" and "Lightning" tactics.
Female Officers	By selecting "Historical," female officers such as Diao Chan and Da Qiao will appear. Characters such as Zhu Rong and will appear as officers. If you select "Event," then characters such as Diao Chan and Da Qiao will appear only in event scenes. Characters such as Zhu Rong will still appear as officers.
Events	Choose whether to "Show All" historical events, such as Dong Zhou's Rise, and events that are unique to this game, such as the promotion of your subordinates.

Fictional

These settings can only be set at the beginning of the game. The officer's life span, familial relations, personal relationships (sworn siblings, liked officers, disliked officers), their close friends, personality (obligation, ambition, loyalty to the Later Han, etc.), and the city where the officer was recruited can be adjusted. "Historical" will be based on the Three Kingdoms Adaptation and the Three Kingdoms History, while "Fictional" will have random settings.

Events

These settings can be adjusted from the Options menu within the Main Menu or during the game.

Duels	Choose whether to watch duels. Select "Choose" to be prompted for a choice before every duel.
Debates	Choose whether to watch debates. Select "Choose" to be prompted for a choice before every debate.
Message Speed	Selecting "Pause" will only proceed to the next message after you press the ⊗ button. The other settings will automatically proceed to the next message.
Cursor Speed	Adjust the speed of the cursor (P.10).
Scroll Speed	Adjust the scroll speed of the Main Map.
Log	Change the information displayed at the bottom left of the screen. By selecting "Simple," only crucial information will be shown.

Settings

These settings are adjusted in the Options menu within the Main Menu or during the game.

Vibration Function	Turn the vibration function on/off.
Sound Output	Choose between stereo and mono sound.
BGM volume	Adjust the music volume.
SE volume	Adjust the sound effects volume.
Voice volume	Adjust the volume of the character voices (battle voice, etc.)
Narration	Choose between English and Chinese voices for the game's narration.

Map

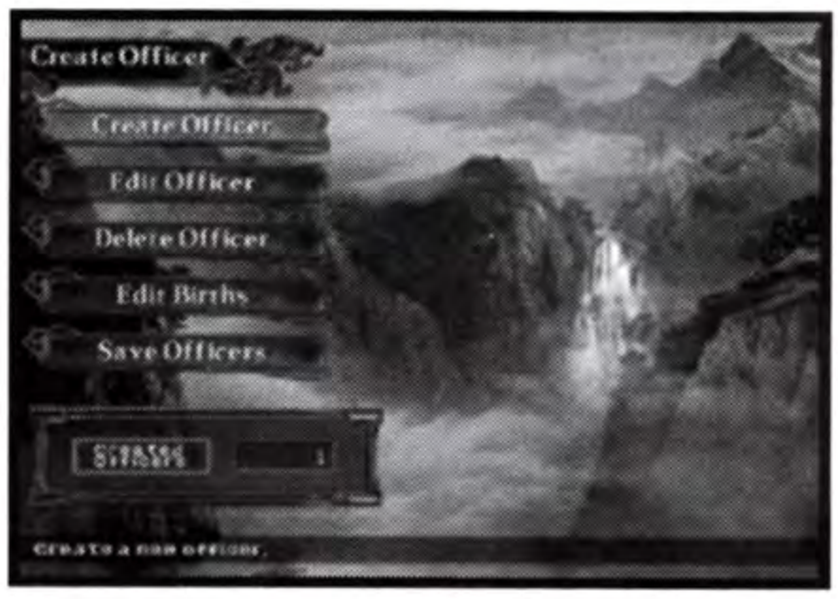
These settings can only be changed during the game.

Rotate mini-map	Choose whether the mini-map in the upper right corner of the screen rotates with the camera.
Show mini-map	Choose whether to display the mini-map in the upper right corner of the screen.
Show squares	Choose whether to display the squares on the map grid.
Unit Info	Choose whether to display the info (P.13) above each unit.

Registering an Officer

Select "Create Officer" from the Main Menu to register and create an officer.

Create Officer	Create up to 150 officers.
Edit Officer	Change the data for an already created officer.
Delete Officer	Erase an already created officer.
Edit Births	All selected officers will be adjusted to have the same birth year.
Save Officers	Save changes to the officers.



Edit Officer Data

Portrait	Select the officer's portrait.
Model	Select the character model that is used in places such as duels (P.30) and debates (P.34).
Sex	Select the character's gender.

Name

Name	Select the first and last name for the officer. Required field.

Kin

Birth	Select the year the character was born. Characters appear in the game once they turn 15 years old.
Lifespan	Set the character's lifespan. Once past this age, there is a chance that the character may die.
Father / Mother	Officers that are at least 14 years older than you can be selected to be your parents. A mother can be selected only when there is a female officer within the proper age range.
Spouse	A historical or officer of the opposite sex, existing during the current era, can be selected as a spouse.

Ties

Sworn Siblings	Set up to 2 sworn siblings. Sworn siblings will help you in various situations. *You cannot become sworn siblings with characters who are already sworn siblings to somebody else (i.e. Liu Bei, Guan Yu, Zhang Fei, etc.).
Close Friend	Select one officer as a close friend. Friendships with other officers will be determined by the officer selected as a close friend. For example, if Cao Cao is chosen, subordinates of Cao Cao will also be loyal to you.
Liked Officers / Disliked Officers	Liked officers will help you in various situations, while disliked officers will try and hinder your progress.

Abilities

Base Abilities	The officer's abilities (P.46).
Aptitude (APT)	Aptitude of the officer for each type of equipment (P.46).
Skill	The officer's special skill (P.43).

Traits

Character	Affects the style of fighting in duels and the type of debate style (P.35).
Voice	Select the character's voice. Voices vary depending on character.
Tone	Affects the lines spoken when giving commands, etc.
Court	The character is either a supporter of the Later Han Court or not.
Aspiration	Affects the obligations and ambitions of the officer.
Growth Period	Select the development type of the officer.
Ability Persistence	Selecting "Long" will allow the character to maintain a level of base abilities longer once they are met.

Liked Officers / Disliked Officers

Close friends are a measure of a Sovereign's relationship with his force. This game adds the concept of "personal" relationships by incorporating "Liked officers" and "Disliked Officers." If relatives are quarreling, it will affect how others within the same force get along. These internal relationships are adapted from the "Three Kingdoms Adaptation." For example, Wei Yan and Zhuge Liang, as well as, Cao Pi and Cao Zhi, do not get along.

Liked Officers	Disliked Officers
The unit's abilities will increase.	Cannot become sworn siblings or spouses.
Diplomatic relations and recruiting are easier.	Diplomacy and recruiting is more difficult.

Start Menu

Press the START button during the game to bring up the Start Menu.

Save	Save the current game. You can save up to a total of 6 games.
Load	Load a previously saved game.
Info	View the Information List (P.46).
Options	Change selected game settings (P.7).
Quit	Quit the game and choose whether to turn your force over to computer control or return to the Title Screen.
Advance	Ends the current turn (P.15).

GAME SCREENS

Main Map

Current Date / Season / Force

Each turn lasts 10 days. One month is made up of 3 turns.

Technique Points (TP)

Necessary for Technique (P.20) as well as forming sworn siblings and marriages (P.41). Executing commands causes it to rise.

Action Points (Max 255)

Required to execute commands. Recovered for each turn. Executing commands causes it to decrease.

Cursor

Mini-map

A mini-map of China. Forces are distinguished by color. Cities are represented by squares and the current area displayed on the main map is represented by a trapezoid.

Log

Shows command results and possible movements.

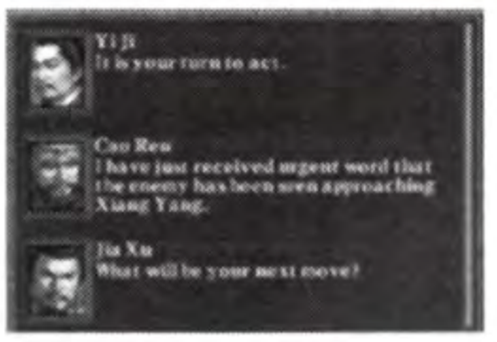
General Info

Displayed when you place the cursor over cities and units. The color of the tab displays the diplomatic relations with your force. (Red: Enemies, Blue: Allies, Yellow: Ceasefire)

Jump List

A list of the bases, officers and units enlisted within your first army. Press the L2 button on the Main Map to display the list. Change the list contents with the L1/R1 buttons. Select a base or officer and press the ⊗ button to jump to that base or officer. The ◎ button will jump to the base or officer and display the available commands.

Message History



Press the L3 button. The Log contains movements for your forces and History contains advice from your Strategist and reports from your officers.

Map Controls

Scroll Map	Move around the map / ▣ + directional buttons (or left analog stick)
Rotate Map	Move the right analog stick to the left and right.
Zoom In/Out	Move the right analog stick up and down.
Give Commands	Select with the cursor and press the ⊗ button.
View Info	Select the base or unit with the cursor and press the △ button.
Start Menu	Press the START button (P9).

Viewing Information

When the commands are not shown, pressing the △ button on the main map will reveal information about officers and cities.

Map

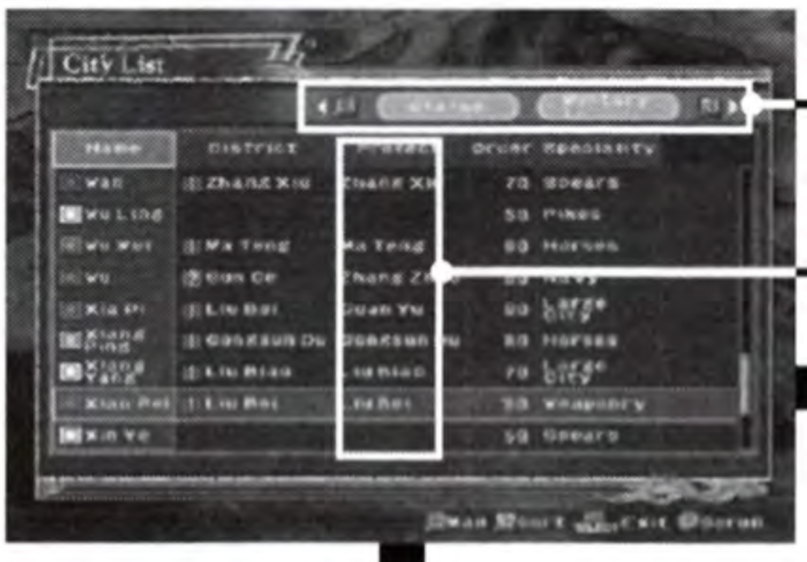
■ = City, ◆ = Bulwark, ▲ = Citadel. Aligning the cursor on a base will reveal detailed information.

Force	Forces are distinguished by color.
Diplomacy	Displays the diplomatic situation.
District	The districts are distinguished by color.
Disasters	The location of the Later Han Emperor and natural disasters are displayed.
General	The bases are removed from the map.

List

The list can be sorted by pressing the R2 button. Jump a page by holding down the ● button and using the up and down directional button.

* Use the R3 button to select multiple entries. Use the L3 button to deselect.



Information
Switch the info display with the L1/R1 button.

Sort Field
Use the left / right directional buttons to select the topic and press R2 to sort.

Select the topic and press the ⊗ button.

Press the L2 button on a city, base, force or district.

Use the directional buttons or left analog stick to select a city or base.

Select a city or base and press the ⊗ button.

Use the left / right directional buttons to select from the list and press the ⊗ button to display a separate list.

Number Input Screen

Input numbers when under the base command "Merchant" or when marching.

L1 button	Half the amount → input the lowest number	R1 button	Half the amount → input the highest number
left analog stick - left	Decrease the number significantly.	left analog stick - right	Increase the number significantly.
left directional button	Decrease the number.	right directional button	Increase the number.
▢ button	Adjust each number by digit.		

Bases / Facilities / Units

Select a base or unit with the cursor and press the ⊗ button to issue commands.

Base

A building that can house officers and units, such as cities, harbors, and bulwarks.

Location of Emperor
The city that the Later Han Emperor resides.

Tab
Enemy forces (red) Allied forces (blue) Neither (yellow)

Base HP
If you have a Prefect, this will increase at each turn. It decreases when attacked, and the base will be taken if it reaches zero.

Effects of commands are displayed with arrows.

Troops
If food reaches 0, enemy units approach. If attacked, the number of troops will decrease. If it reaches 0 through an attack, the base will be taken.

Base Information (Cities)

•Basic Information

District Number
The number of districts within the city.

Speciality
A city's Speciality denotes equipment which is cheaper than normal to produce. Additionally, developing the facilities related to it will automatically produce the equipment each month (excluding weaponry and vessels).

- Large city. Holds up to 150K troops (regular cities are limited to 100K).
- Spear / Pike
- Crossbow / Horse
- Weaponry / Vessels

Gold
Total gold in the city. Depleted each month for the officers' remuneration.

Food
Total food in the city. Decreases each turn that troops are present.

Order
The level of stability in the city.

HP
Current HP / Max HP

Officers
Unused Officers / Total Officers

•Related Information

Selecting a related command changes the information displayed.

Selecting "Oath" under "Sovereign"...

... displays information pertaining to sworn siblings.

•Information to Remember

*Related Information will be displayed when you select one of the commands listed in ( ) below.

All Commands	Action Points (AP)	The number of AP required to execute the command / current AP.
City Commands	Gold (Food) Sufficient	If current assets + next month's income - expenditures is negative, an "X" will be displayed (Develop).
	Facility	The current number of facilities / number of facilities that can be built within the city (Develop).
	Free Land	A developmental area that does not have a facility (Develop).
	Free Barracks	The current number of barracks that can raise troops (Recruit).
	Rate	The market price for one gold's worth of food (Merchant).
Personnel Commands	Free	The number of free officers in the current base (Employ).
	Items	The number of items your force currently possesses (Award).
Sovereign Commands	Max INT	Maximum intelligence for officers other than your Strategist (Strategists).
	Free Posts	The number of positions unfilled by officers (Ranks).

Facilities

Government facilities increase a city's income and recruit more troops, while military facilities, obstacles and traps increases offensive and defensive possibilities.

Military Facility HP

The gauge will decrease if the facility is attacked. If it reaches 0, the facility will be destroyed. Use Repair (P.42) on facilities before its HP reaches 0. This does not apply to obstacles or traps.

Units

Sending a unit to march will display the distance the unit can move in 1 turn. The distance each unit can travel depends on the unit.

Tab

Displays the units of other forces.
Enemy forces (red) Allied forces (blue)
Neither (yellow)

Troops

If food reaches 0 or if attacked, this number will decrease. Once it reaches 0, the unit is destroyed.

Will

Necessary to use tactics (P.24) and strategies (P.29).

Action Points

[No]: Units that have not moved have an empty square
[Yes]: Units that have moved have the same square with a check mark in it
[A unit on Auto control]: Units on Auto have an "A"

Food Marker

Shows the amount of food remaining. If remaining food falls to less than 30 days worth, it will flash red.

Unit Information

Unit information is displayed when you align the cursor with the unit.

Troops	The number of troops in the unit.	Food	The number of days of food remaining. If it reaches 0, troop numbers will decrease.
Will	Current Will / Max Will	Gold	Total amount of gold.

PLAYING THE GAME

Objectives

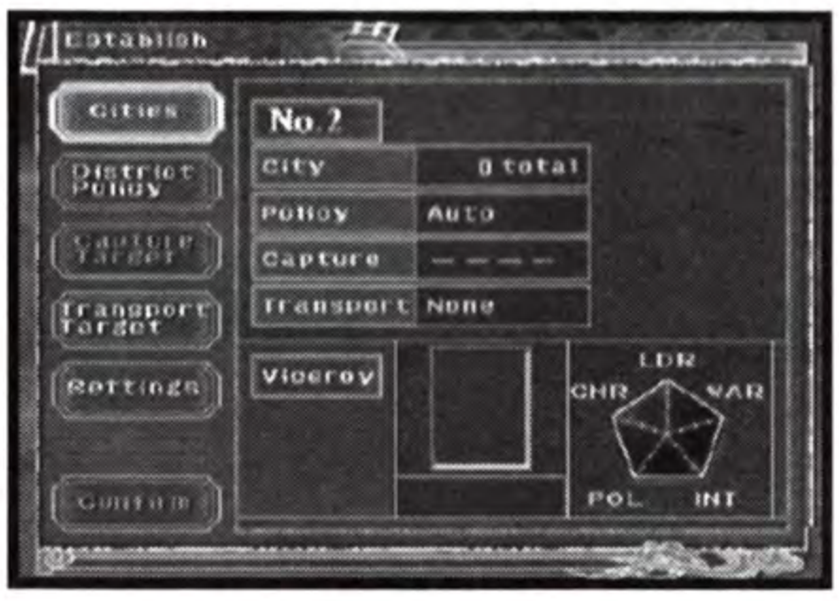
The object of the game is to unite the lands of China.

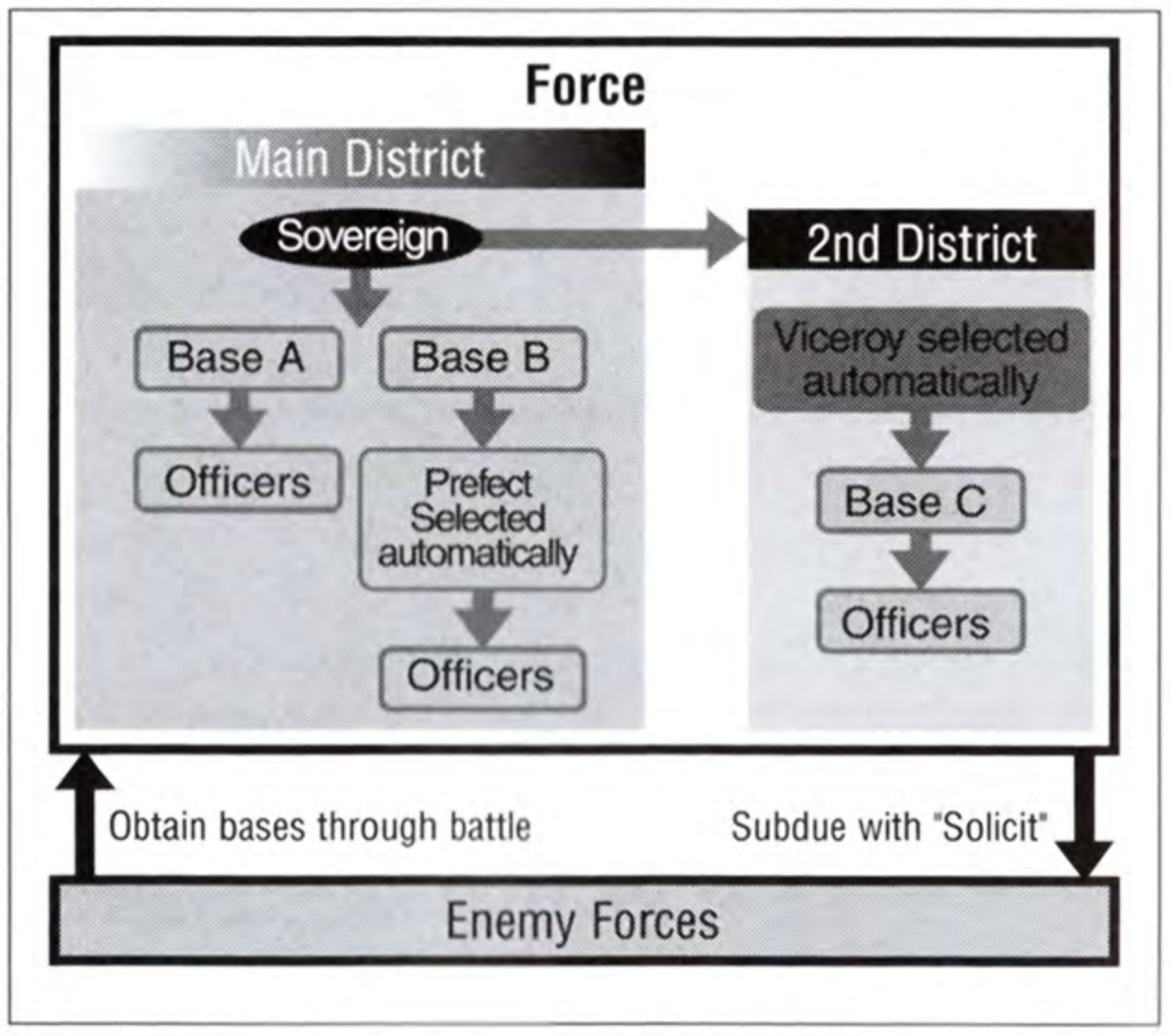
Conditions for Victory & Defeat

Victory	Defeat
Eliminate all other forces either through war or Solicit (P.40) so that your force rules the continent.	The year turns 351.
Not all of the empty cities need to be occupied.	Cities under your force's control are eliminated.
	You are left with no officers.
	You accept a Solicit offer (P.40).

Forces

The Sovereign controls the bases (cities, harbors and bulwarks) as well as the officers within his force. If you only have one district, then your force will be your district. If you have more than one district, you can delegate control of the others to a Viceroy.





Officer Types

Officers	Officers, including the Sovereign, currently in your force (except prisoners).
Viceroy	When forming a district (P.37), an officer with the necessary abilities is automatically assigned the position.
Prefect	In cities without a Sovereign or Viceroy, an officer with the necessary abilities is automatically selected for the position.
Strategist	An advisor to the Sovereign. Appointed with the Strategist command (P.43). Intelligence must be at least 70.
Prisoner	Officers that have lost duels, had their unit eliminated, or lost the base in which they were stationed. * Gold will be deducted each month at bases that contain prisoners. The prisoner will be set free if you do not have enough gold."
Free	Officers that are not committed to any particular force. You can recruit them by using Employ.

Game Progress

Each month, you will be given three turns to execute your orders (1 turn = 10 days). On your turn, select a base where you wish to give orders. If you control more than one city, you will give orders to each city separately. When you have finished giving orders, proceed by pressing the ◯ button, or by pressing the ✕ button to remove the orders display. Then, press the START button and select "Advance". The turn will end and your orders will be carried out.

KEY POINTS

A Issue commands to officers and units per turn!

B Action Points are needed to issue commands to bases!

C Action Points recover after each turn!

Why can't I issue commands to my base?

This may be due to one of the following reasons.

- There's not enough AP or Gold.
- There's no officer to carry out the command.
- There's an enemy unit within 2 squares of the base.
- The number inputted for the command exceeds its limit.

The Course of a Year

One year in the game is made up of 12 months and 4 seasons. One turn covers 10 days and 3 turns equals a month. At the beginning of each month you will collect gold and pay your officers. You must also be on the lookout for bandit attacks. The following are seasonal events.

Events at the beginning of the month: bandits attack, receive gold, and pay officers		
Spring	January - March	January: Officers increase in age, officers are introduced, Locusts, Plague, Harvest
Summer	April - June	April: Locusts, Plague, Harvest
Autumn	July - September	July: Full harvest, Locusts, Plague
Winter	October - December	October: Plague, Harvest

Disasters

Locusts	Provisions and Order decrease and the locusts may also ruin the harvest. Recovery rate is determined by the level of Order.
Plague	Troops and Order decrease. Officers may get sick as well. Recovery rate is determined by the level of Order.
Bandits	Bandit citadels will appear outside the cities. Bandits destroy facilities and are more likely to appear when Order is below 80. Defeating their citadels will drive them away.

CITY COMMANDS

By developing government facilities, you can manufacture weapons and learn new techniques for your force. This is the key to building a strong nation and powerful military.

Develop - Build a Government Facility

A government facility will increase a city's resources, manufacture weapons, and perform other useful tasks.

The Importance of Gold and Food

Without gold...	certain orders cannot be executed. Without payment, your officers' loyalty will drop.
Without food...	troops will not be fed while stationed at a base or while marching and they will leave your force.

The Development Process

1 Select "Develop" under the "City" menu.

2 Choose a facility to develop and an officer to execute the command. The cost and time necessary for development will be displayed. You can choose up to 3 officers. Officers executing the command will be unavailable for other commands. With sufficient AP, officers, and funds, multiple facilities can be developed at once.

3 Select "Confirm" and the land to be developed will be displayed. The number of developmental plots vary by city.

4 Select the developmental plot and press the ⊗ button to begin development. Advancing a turn will cause construction to begin. If you select a structure and select "Remove," the structure will be removed.

KEY POINTS

A Higher "Politics" (POL) ratings will lead to faster development.

B When building mints and granaries, leave plenty of space around them to build other facilities.

C Facilities built along rivers or near enemy cities are in danger of an attack.

Shorten Development Times

When developing, time is of the essence. Choosing officers with a high "Politics" (POL) rating will shorten the development time. You want to build aggressively during peaceful times.

Wait for the right moment to begin development.

Government Facilities

The number of barracks, smiths, stables, workshops and shipyards is directly proportionate to the amount of production. (i.e. If a city has 3 barracks, then you can draft troops up to 3 times in one turn.)

Market

Cost: 200 | HP: 500

Increases a city's revenue. Destroying enemy markets will yield gold.

Farm

Cost: 200 | HP: 500

Generates food. Destroying enemy farms will yield food.

Barracks

Cost: 300 | HP: 800

Drafts troops. Destroying enemy barracks will yield troops.

Smith

Cost: 300 | HP: 800

Produces spears, pikes and cross-bows. Destroying enemy smiths will yield gold.

Stable

Cost: 300 | HP: 800

Produces horses. Destroying enemy stables will yield gold.

Workshop

Cost: 300 | HP: 800

Produces rams, towers, catapults and juggernauts. Destroying enemy workshops will yield gold.

Shipyard

Cost: 300 | HP: 800

Builds ships and warships. Destroying enemy shipyards will yield gold.

Mint

Cost: 400 | HP: 1000

Increases the prosperity of neighboring markets by 150%. Destroying enemy mints will yield gold.

Granary

Cost: 400 | HP: 1000

Increases the harvest of neighboring farms by 150%. Destroying enemy granaries will yield food.

Pheasant Tower

Cost: 1500 | HP: 1300

Requires the item "Bronze Pheasant". Increases TP every month.

When government facilities are attacked...

Send out a unit and try to lure the enemy away from the facility. If a Prefect is present and there are no enemies around, the facility will recover its strength with each turn. But, if it is attacked and its HP is 0, the facility will be destroyed and you will lose valuable TP and funds to rebuild it. Keep an eye on your facilities when it's your turn.

Equipment - Strengthen your unit

Produces equipment for your troops. With equipment, you can change the unit type, increase attack and defensive abilities (P.22), and use powerful tactics (P.24). Units without equipment will be Swordsmen and will use "Boats" in naval battles. Swordsmen are extremely weak, so be sure to equip your units before heading to battle.

Producing Equipment

1 In the "City" menu (P.16), under "Develop," select to build either a smith, stable, workshop or shipyard.

2 Once development is complete, select "Equipment" under the "City" menu. Select the equipment to produce and an officer to carry out the task. Juggernauts, catapults, and warships will be available for production once you have researched the necessary techniques (P.24). With multiple officers and facilities, and sufficient AP and gold, you will be able to produce more equipment at the same time.

3 Items from the smith and stable are produced right away, but workshop and shipyard items are completed when their production time has elapsed.

KEY POINTS

A At the smith and stables, your officers' Intelligence will determine the speed of production.

B At the workshops and shipyards, your officers' Intelligence will determine the speed of production.

C Cities have speciality equipment that is more affordable to produce.

Skills & Equipment

Some officers excel at the production of certain equipment. Appoint them to the creation of equipment that matches their skill.

Skill	Increases in production quantity
Efficacy	Spears, pikes, crossbows
Breeding	Horses
Skill	**Increases in production time**
Invention	Rams, catapults, towers, juggernauts
Shipbuilding	Ships, warships

Equipment

Technique Points (TP) (P.20) and the Deeds of the officer increases when production is complete and Intelligence may increase as well. In addition, depending on the Techniques researched, enhanced versions of the item may become available and, in turn, older versions will become unavailable. Any units of the older version you have will be upgraded to the newer versions.

*The quantity of the following items must equal the number of troops in the unit.

Spear

Cost: 700

Changes your unit into spearmen.

Pike

Cost: 700

Changes your unit into pikemen.

Crossbow

Cost: 700

Turns your unit into crossbowmen.

Horse

Cost: 700

Turns your unit into cavalry.

Ram

Cost: 1500

Turns your unit into a ram unit.

POWER UP

Juggernaut

Cost: 1700

A stronger version of the ram. Turns your unit into a juggernaut unit.

Tower

Cost: 1600

Turns your unit into a tower unit.

POWER UP

Catapult

Cost: 1800

A stronger version of the tower. Turns your unit into a catapult unit.

Ship

Cost: 1800

A small, swift moving ship.

POWER UP

Warship

Cost: 2000

A stronger version of the ship.

Techniques - Set your force apart from the rest

Research various topics such as how to strengthen your troops or build new military facilities. Researching your technology before the enemy will give you an advantage in battle.

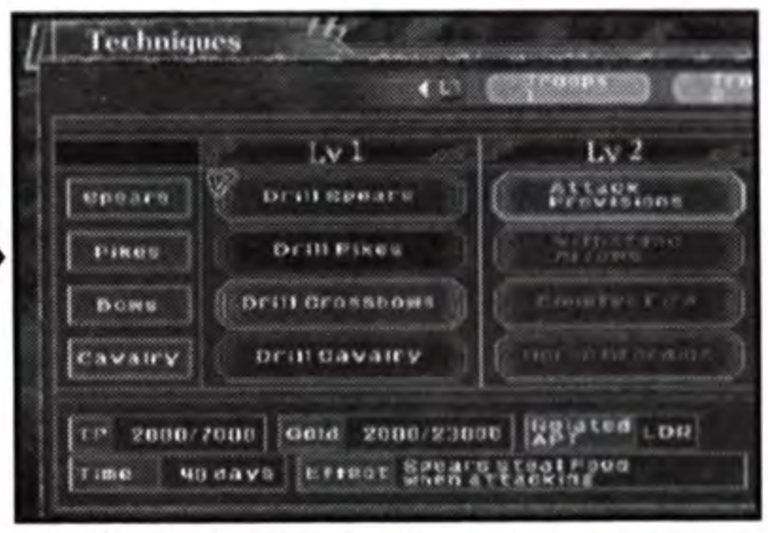
Technique Progression

1 Save up your Technique Points (TP).

2 Under the "City" menu, "Technique" will become available when enough TP has been collected. Choose the technique to research and an officer to carry out the task. Use the L1 and R1 buttons to switch between Technique 1 (spear troops - cavalry) and Technique 2 (training - fire). The first technique level for each item must be researched before the following level becomes available. The time and cost will vary depending on the item being researched.

3 The new technique can be used when the research period is up.

Once research on Drill Spears is completed...



..."Attack Provisions" can be chosen for research.

KEY POINTS

A Perform base commands and store TP.

B Earn TP by capturing bases and eliminating enemy units.

C Be careful! Enemy forces are carrying out their own research!

You can also get TP by occupying empty cities.

Abilities & Techniques

Choose the proper officers to carry out your research and shorten research times.

Technique	Ability needed to shorten research time
Spearmen	Leadership (LDR)
Pikemen	
Crossbowmen	
Cavalry	
Command	WAR (ability in battle)
Defense	Politics (POL)
Invention	Intelligence (INT)
Fire	

*Officers that possess the special skill "Pedagogy" will cut research costs in half.

Technique List

Technique Points Necessary	❶1000→❷2000→❸3000→❹5000
Cost	❶1000→❷2000→❸5000→❹10000

*Some forces already have certain techniques available from the beginning of the game.

Spear	❶Drill Spears	Increases the fighting ability of the spearmen.
	❷Attack Provisions	When your spearmen attack, they will steal enemy provisions.
	❸Surprise	If your spearmen attack from a forest, they will not be counterattacked.
	❹Elite Spears	Increases the attack strength, defense and movement of your spearmen.
Pike	❶Drill Pikes	Increases the fighting ability of your pikemen.
	❷Withstand Arrows	There's a 30% chance of avoiding damage when attacked with arrows.
	❸Great Shields	There's a 30% chance of avoiding damage when attacked by normal enemy attacks.
	❹Elite Pikes	Increases the attack strength, defense, and movement of your pikemen.
Crossbow	❶Drill Crossbows	Increases the fighting ability of your crossbowmen.
	❷Counter Fire	Counterattacks when attacked by arrows.
	❸Powerful Crossbows	The range of your crossbows will increase by 1 square.
	❹Elite Crossbows	Increases the attack strength, defense, and movement of your crossbowmen.
Cavalry	❶Drill Cavalry	Increases the fighting ability of your cavalry.
	❷Horse Breeding	Increases the movement of your cavalry.
	❸Horsebows	Your cavalry can attack with arrows.
	❹Elite Cavalry	Increases the attack strength, defense and movement of your cavalry.
Command	❶Veteran Soldiers	Maximum Will (P.24) increases.
	❷Adept March	Pass through shortcuts and shallows (P.28) without damage.
	❸Military Reform	When editing your unit, the number of troops your officer can command increases.
	❹Yunnan Ladder	Attack strength against bases increases.
Invention	❶Reinforce Axles	Increases the movement of your weaponry.
	❷Stone Construction	Build stone walls and Eight Pillars.
	❸Develop Catapults	Produce catapults, warships and build catapult platforms.
	❹Thunder	The damage area of your catapult attacks increases.
Defense	❶Train Engineers	The amount of HP that bases and facilities recover on each turn increases.
	❷Reinforce Facilities	Build outposts and crossbow turrets.
	❸Reinforce Ramparts	Build forts and the maximum strength of all your bases will increase.
	❹Reinforce Defenses	The counterattack strength of your bases increases.
Fire	❶Develop Juggernauts	You can produce juggernauts.
	❷Fire Stratagem	You can use Fires (P.27) up to 3 squares away.
	❸Gunpowder Training	You can set Fires and Inferno Balls.
	❹Explosives Training	You can set Hell's Embers and Hell's Fireballs. The strength of your fire increases.

THE ART OF WAR

Preparing to March

Select "March" under the "Military" menu.

Officers

You can have up to 3 officers per unit. The commander and sub-officers are selected automatically. Commanders are ranked by the following criteria: 1. they're a Sovereign or a Viceroy 2. the # of troops 3. the level of Leadership (LDR) 4. the level of WAR 5. the level of Deeds.

Auto

The most suitable units will be chosen.

Equipment / Vessels

Select equipment created from the city's "Outfit" command(P.18). Without enough equipment, the unit will become Swordsmen.

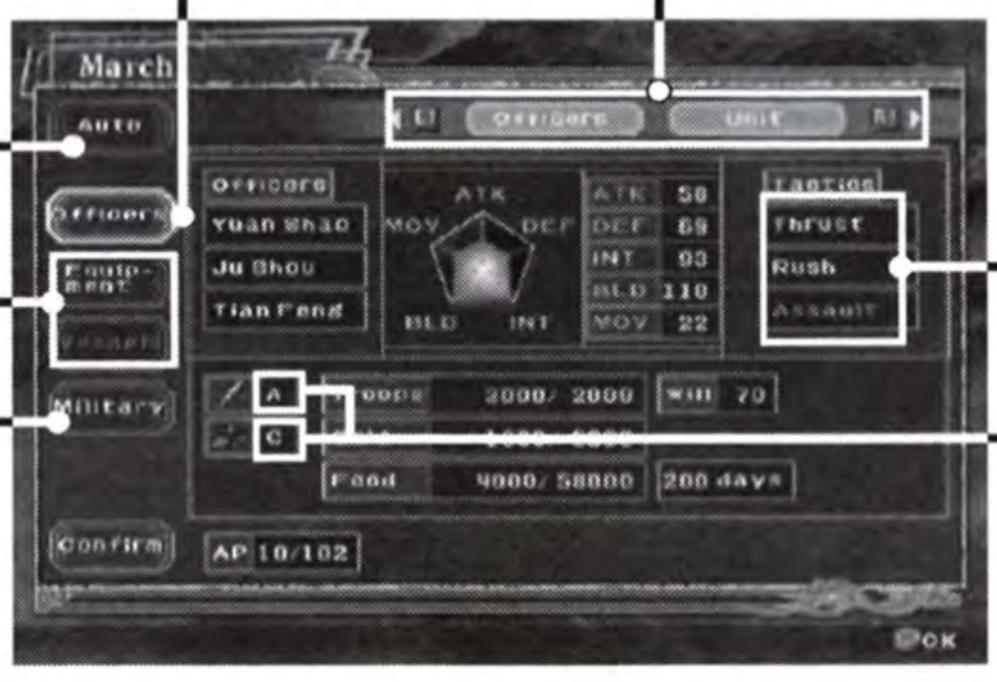
Military

Set the amount of troops, gold, and food to take to battle. The maximum number of troops depends on the rank of your commander (P.37). Without food, troops will desert the battle.

Marching Info

Switch info with L1 / R1 buttons.

Officer	The officer's portrait and special skills.
Unit	The unit's abilities.
Navy	The unit's abilities in naval battles.
Base	The resources remaining at home base.



Available Tactics

Your unit's aptitude determines the tactics it can use.

Unit Aptitude

The aptitude of the highest ranked officer in the unit will determine the unit's aptitude (P.46).

Unit Abilities

The abilities of your unit depend on its unit type, its aptitude (P.46), and its commander and deputies. Additionally, the presence of sworn siblings, spouses and Liked officers will increase abilities.

ATK	The force's level of attack.
DEF	The force's level of defense.
INT	Higher INT levels will lead to higher strategy success rates.
BLD	The force's speed of construction.
MOV	The force's speed of movement.

Selecting a Destination for a March

Select "Confirm" when the preparations have been made and the distance your unit can move in 1 turn will be displayed with green squares. Move the cursor to one of the green squares and press the ⊗ button to bring up the list of unit commands (P.42). If you select a distant base or unit, your unit will begin to march in that direction.

What is ZOC?

If your unit comes across an enemy unit or enemy facility, they will stop. This is known as the ZOC (zone of control). Units that have officers with the "Flying General" skill will ignore the ZOC and the unit will continue to move.

Delegating Orders

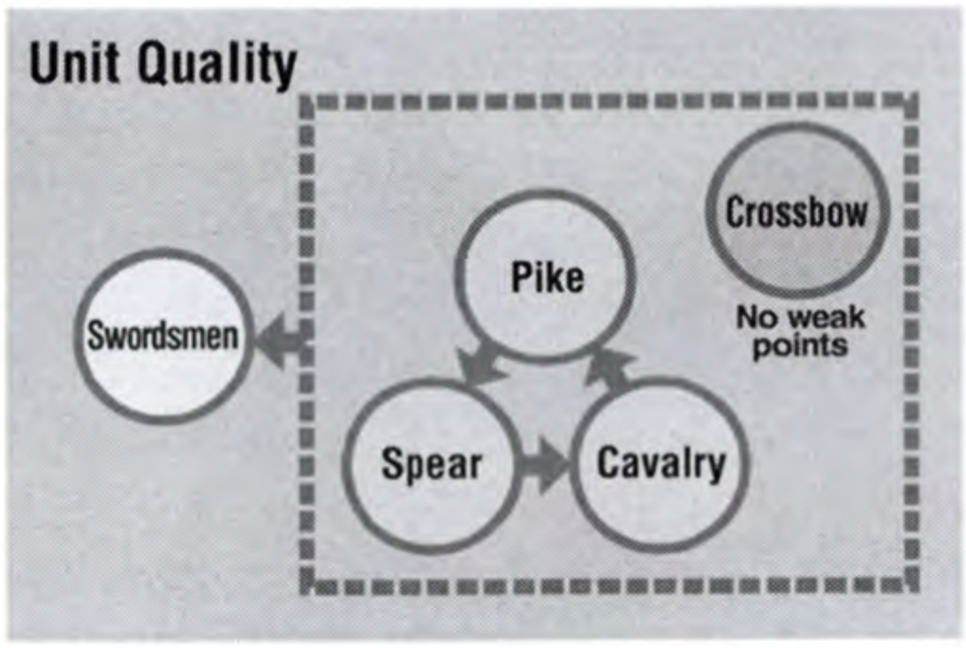
You can give units long term orders.

Attack	Select a facility, enemy or unoccupied base outside the movement area and press the ⊗ button.
Move (return)	Select an allied base outside the movement area and press the ⊗ button.
Escort the unit (follow)	Select an allied unit and the ⊗ button.
Follow: Follow the allied unit. Support: Help the allied unit carry some of the load while following it.	Select an allied unit and press the ⊗ button (transport unit).
Move near the facility & if it's a damaged military facility, repair it.	Select an allied facility and press the ⊗ button.
Move: Move to the selected square. Build: Build a military facility on that square.	Select a space outside of the movement area and press the ⊗ button.
Annihilate: Attack until the enemy unit is wiped out. Expel: Attack the enemy unit until it leaves your base.	Select an enemy unit and press the ⊗ button.

Unit Type

If enhanced unit types appear as a result of new Techniques (P.20), previous unit types will become unavailable. The troops' firing range may also increase with skills.

ATK: Attack strength (S>A>B>C>D>E)
DEF: Defense (S>A>B>C>D>E)
MOV: Movement ([H]igh / [M]edium / [L]ow)
BLD: Destructive ability towards facilities and bases (A>B>C>D)Technique Points Necessary



Swordsmen
ATK: E | DEF: E | MOV: M

With no equipment, troops will be Swordsmen.

Spear
ATK: A | DEF: A | MOV: M

Uses spear tactics.

Pike
ATK: B | DEF: S | MOV: M

Uses pike tactics.

Crossbow
ATK: C | DEF: C | MOV: M

Attacks with arrows up to 2 squares away. Uses crossbow tactics.

Cavalry
ATK: S | DEF: B | MOV: H

Uses cavalry tactics.

Ram
BLD: B | DEF: D | MOV: L

Use the tactic "Smash" to lay waste to enemy buildings. Cannot use without Will.

Juggernaut
BLD: A | DEF: D | MOV: L

An enhanced version of the ram. Use the tactic "Blaze" to attack and set fire to units and buildings.Cannot use without Will.

Tower
BLD: D | DEF: E | MOV: M

Use the tactic "Incinerate" to set fire and attack up to 2 squares away. Effective against soldiers in bases. Cannot use without Will.

Catapult
BLD: D | DEF: D | MOV: L

An enhanced version of the Tower. Use the tactic "Catapult" to attack up to 3 squares away. Effective against soldiers in bases. Cannot use without Will.

Boat
ATK: E | DEF: E | MOV: L

A boat can attack the square next to it, or an enemy 2 squares away with arrows. Uses the tactic "Incinerate."

Ship
ATK: B | DEF: B | MOV: M

A boat with better attack ability and mobility. Uses the tactics "Incinerate" and "Clash."

Warship
ATK: A | DEF: A | MOV: M

An enhanced version of the ship. Uses the tactics "Incinerate", "Clash", and "Catapult."

Tactics

With Tactics, you can perform powerful attacks. Using tactics decreases Will and without enough Will, Tactics cannot be used. There is also terrain (P.28) where tactics cannot be used. The aptitude of your officer is directly proportionate to the tactics that can be used.

Tactic Basics

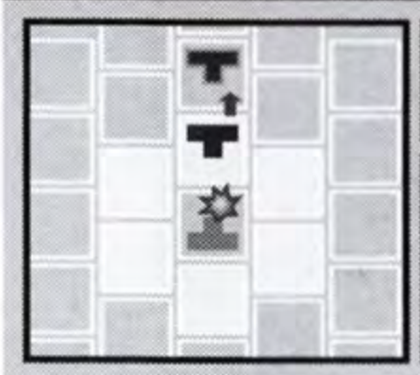
Use tactics to lure enemies into traps, dealing them great damage.

Drive the enemy back and into another unit, trap, base, facility, etc., dealing even more damage using Thrust, Assault, and Clash.

Tactics

Tactics do not succeed all the time. But, when they do, it will result in effects such as skipping a square or setting something on fire. Plus, the range of some tactics will increase with skills.

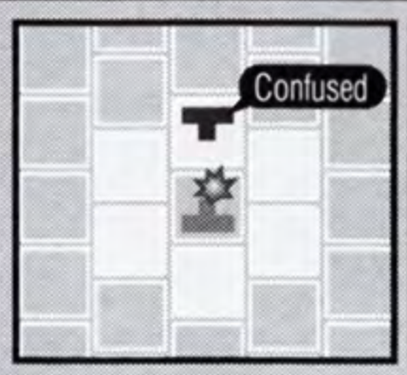
Spear Tactics



Thrust

Will	15
Target	Unit / Weapon

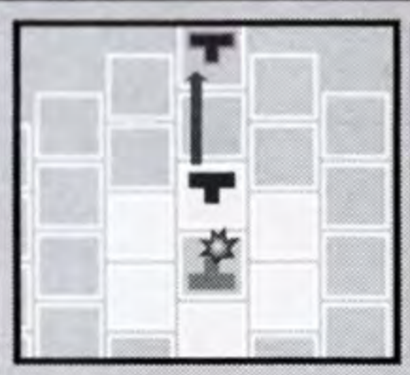
Drives the enemy back 1 square. Spear aptitude must be B or higher.



Rush

Will	20
Target	Unit / Weapon

After attacking, the enemy may be confused. Spear aptitude must be A or higher.



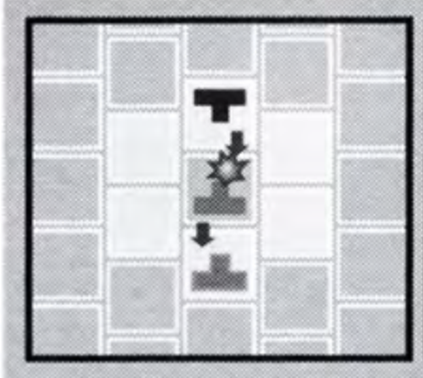
Assault

Will	25
Target	Unit / Weapon

After attacking, the enemy will be driven back two squares. Spear aptitude must be S.

KEY Unit: A land-based unit, Building: base or facility, Will: cost in Will points, Target: objects that can be used as targets
:Enemy, :Self, :Movement due to tactic, :Attack range

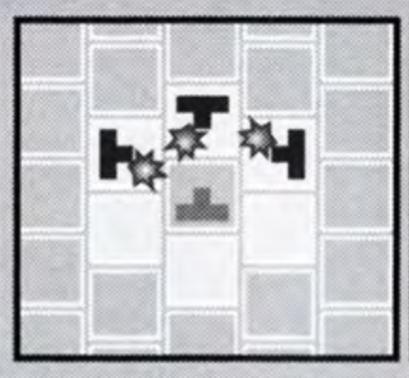
Pike Tactics



Rake

Will	15
Target	Unit / Weapon

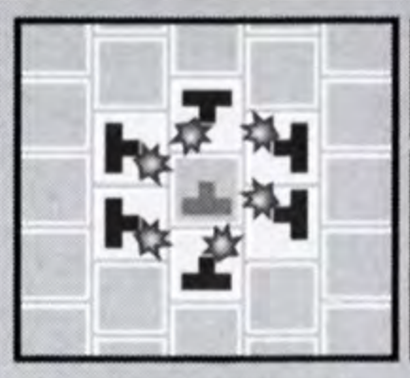
Lures the enemy towards you. Pike aptitude must be B or higher.



Sideswipe

Will	20
Target	Unit / Weapon

Attacks in front of you in 3 directions. Pike aptitude must be A or higher.

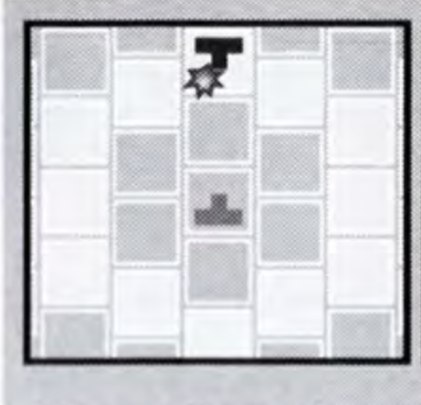


Whirlwind

Will	30
Target	Unit / Weapon

Attacks all surrounding squares of your unit. Pike aptitude must be S.

Crossbow Tactics



Incinerate

Will	10
Target	Unit / Weapon / Ship / Building / Trap

May set fire to the target. Crossbow aptitude must be B or higher.

Penetrate

Will	15
Target	Unit / Weapon / Ship / Building / Trap

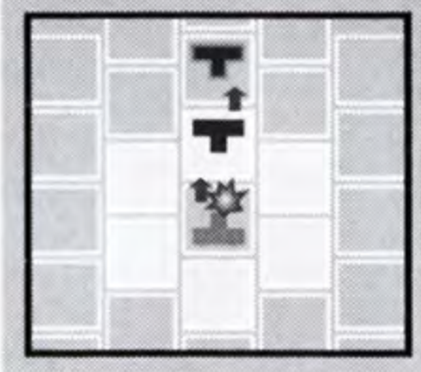
Any units, buildings or traps between you and your target will suffer damage. Crossbow aptitude must be A or higher.

Shower

Will	25
Target	Unit / Weapon / Ship / Building / Trap

Any units within 1 square of the target unit will also suffer damage. Crossbow aptitude must be S.

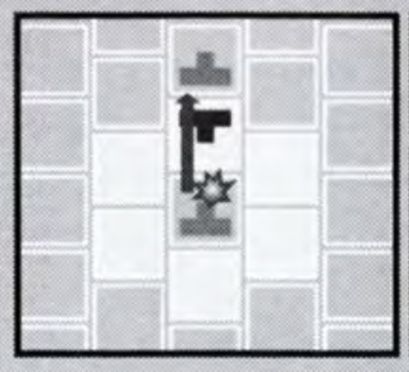
Cavalry Tactics



Onslaught

Will	15
Target	Unit / Weapon

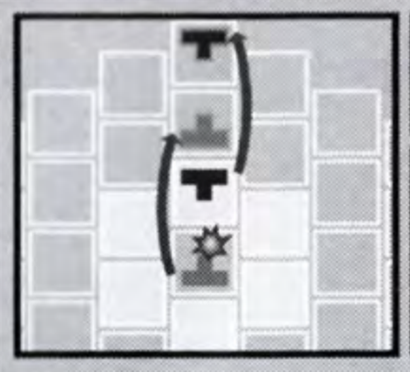
Drive back the target one square. May result in a duel. Cavalry aptitude must be B or higher.



Breach

Will	20
Target	Unit / Weapon

Drive through the target. May result in a duel. Cavalry aptitude must be A or higher.



Charge

Will	25
Target	Unit / Weapon

Drive back the target two squares. May result in a duel. Cavalry aptitude must be S.

Weaponry Tactics

Smash

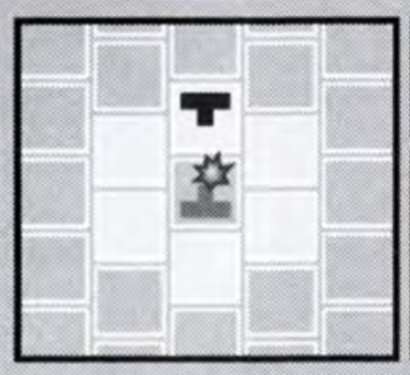
Will	10
Target	Building / Trap

A tactic for the ram, this delivers heavy damage to bases and facilities in front of it.

Catapult

Will	10
Target	Unit / Weapon / Ship / Building / Trap

A tactic for the catapult, inflicts heavy damage by hurling rocks at the target.



Blaze

Will	10
Target	Unit / Weapon / Building / Trap

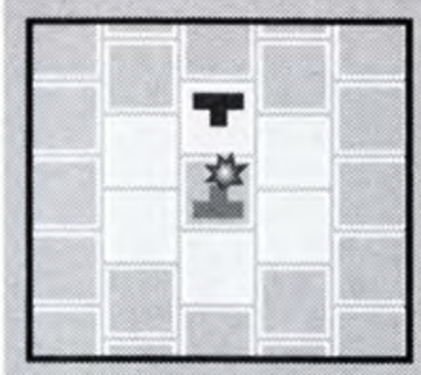
A tactic for the juggernaut and may cause the target to catch fire.

Incinerate

Will	10
Target	Unit / Weapon / Ship / Building / Trap

A tactic for the tower and may cause the target to catch fire.

Naval Tactics



Clash

Will	10
Target	Ship

A tactic for ships and warships, the target will be driven back one square. Naval aptitude must be A or higher.

Incinerate

Will	10
Target	Unit / Weapon / Ship / Building / Trap

The target may catch fire. Naval aptitude must be B or higher.

Catapult

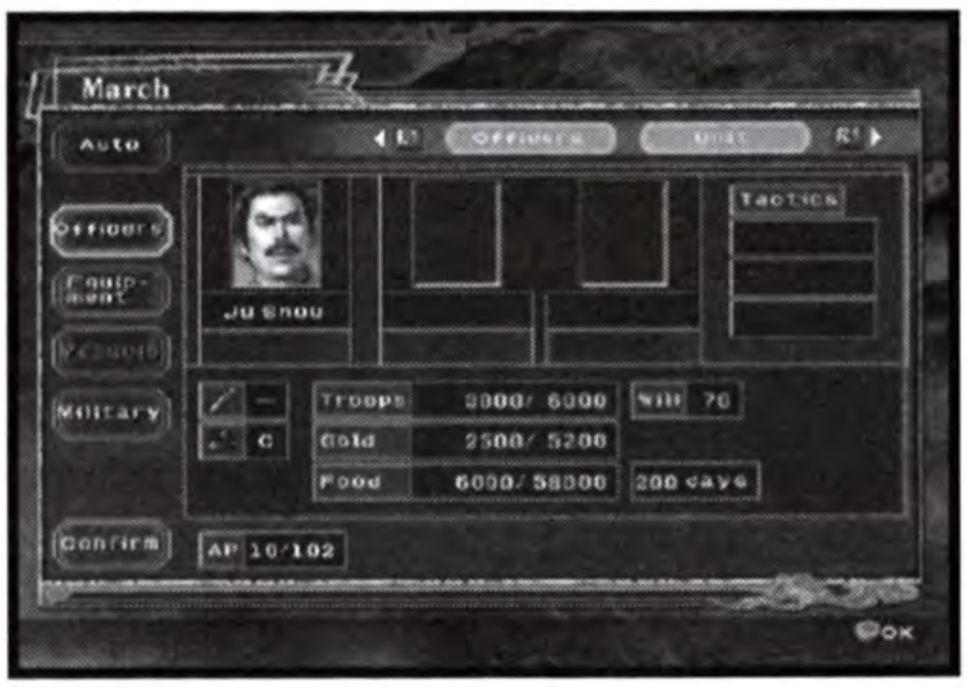
Will	15
Target	Unit / Weapon / Ship / Building / Trap

A tactic for ships and warships, the target will be driven back one square. Naval aptitude must be A or higher.

Military Facilities

Building military facilities will give you an advantage in battles. Select your building unit under "March" in the "Military" menu.

Officer	Repairs will occur faster for main officers and deputies with higher POL ratings.
Equipment	Equip your units in case of possible attacks while carrying out repairs.
Troops	Travel with extra troops when in danger of being attacked.
Gold	Be sure to have enough gold when building your facilities.
Food	Take at least 200 days worth of food.



Building Facilities

March your unit to an area where you want to build your facility and select Build. If the location is far away, you can select the location with the cursor and select Build. The building will automatically gain HP until it is finished. Once finished, the facility will be functional and the unit will await further orders.

Plan facility construction carefully. It's best to build them near cities or on roads connecting to cities.

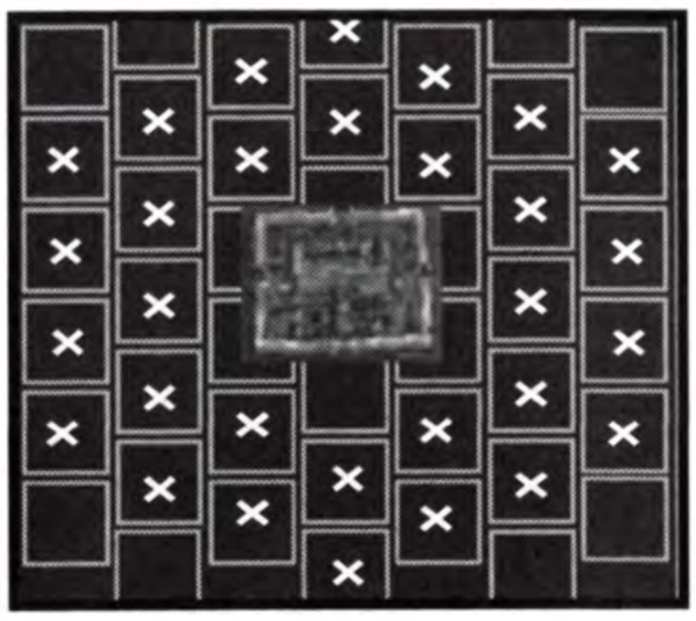
KEY POINTS

A Assign multiple units to assist with the construction to accelerate completion.

B Send the unit back to home base after construction is completed.

Building Military Facilities

Military Facilities cannot be built on land that is within two squares of bases or other military facilities and land that is already occupied by a base or other government or military facility. You can build enhanced versions based on your researched Techniques (P.20), but not the facilities, obstacles, and traps that existed before the enhancement. Items already built, will be upgraded to the enhanced version.



You cannot build on the land labeled with an [X].

Military Facilities

Camp
Cost: 1000 | HP: 1100

Decreases damage and food consumed by allied units within 2 squares. Counter-attacks when attacked.

POWER UP

Outpost
Cost: 1000 | HP: 1100

An enhanced version of the camp. Requires the Technique Reinforce Facilities. Decreases the damage taken and food consumed by allied units within 3 squares of it.

POWER UP

Fort
Cost: 1000 | HP: 1100

An enhanced version of the outpost. Requires the Technique Reinforce Ramparts. Decreases damage and food consumed by allied units within 3 squares.

Archer Turret
Cost: 600 | HP: 700

Attacks any enemy within 2 squares on each turn.

POWER UP

Crossbow Turret
Cost: 600 | HP: 700

An enhanced version of the Archer Turret. Requires the Technique Reinforce Facilities. Range increases to 3 squares.

Catapult
Cost: 800 | HP: 1000

Requires the Technique Develop Catapults. Attacks enemy within 2 squares on each turn.

Drum Platform
Cost: 500 | HP: 800

Increases the damage inflicted upon the enemy by allied units within 2 squares.

Band Platform
Cost: 800 | HP: 800

The Will of allied units within 2 squares recovers on each turn.

Eight Pillars
Cost: 1000 | HP: 1000

Requires the Technique Stone Construction. May confuse enemy units standing next to it.

Obstacles

Build these where there are no bases or government/military facilities. You cannot build within 2 squares of a base.

Embankment
Cost: 300 | HP: 400

Prevents the enemy army from advancing. Most effective if used to surround military facilities.

POWER UP

Stone Wall
Cost: 300 | HP: 400

An enhanced version of the bunker. Requires Stone Construction.

Surround your facilities with obstacles.

Traps

Build these where there are no bases or government/military facilities. Cannot build within 2 squares of a base.

Embers
Cost: 200 | HP: 200

Will trigger the strategy, Fire Stratagem, or the tactics Incinerate or Blaze, when a unit lands on it.

POWER UP

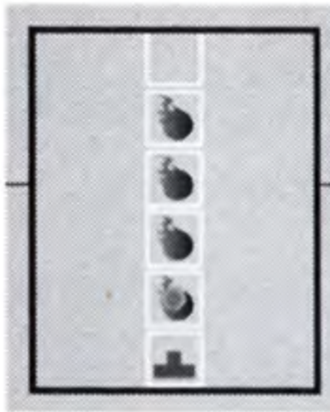
Fires
Cost: 200 | HP: 200

An enhanced version of Embers. Requires Gunpowder Training.

POWER UP

Hell's Embers
Cost: 200 | HP: 200

An enhanced version of Fires. Requires Explosives Training. May confuse surrounding units.



Fireball
Cost: 200 | HP: 200

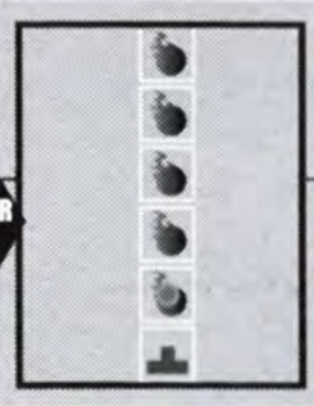
Will trigger the strategy, Fire Stratagem, or the tactics Incinerate or Blaze, when a unit lands on it.

POWER UP

Inferno Ball
Cost: 200 | HP: 200

An enhanced version of Fireball. Requires Gunpowder Training.

POWER UP



Hell's Fireball
Cost: 200 | HP: 200

An enhanced version of Inferno Ball. Requires Explosives Training. Will also pass through facilities.

Pyre Ship
Cost: 200 | HP: 200

Will trigger the strategy, Fire Stratagem, or the tactics Incinerate or Blaze, when a unit lands on it. Can only be set in rivers and seas. May confuse surrounding units.

KEY ▟: Self, ●:Trap

Terrain / Strategy

The proper use of the terrain and strategy can mean the difference between victory and defeat.

Terrain

* Terrain on fire is harder to traverse.

Facilities

Facilities: Yes

Tactics: Spear, pike, crossbow, cavalry, weaponry

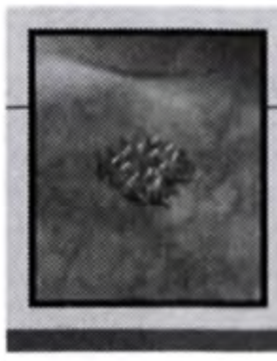
-

River / Sea

Facilities: Pyre Ship only

Tactics: Naval

Only vessels can pass.



Wasteland

Facilities: No

Tactics: Spear, pike, crossbow, cavalry, weaponry

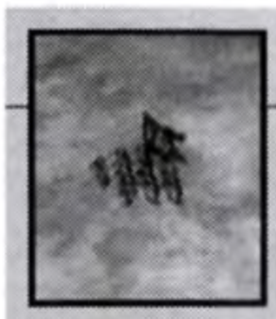
-

Plankway

Facilities: No

Tactics: Spear, pike, crossbow, weaponry

Mobility and troops decrease. Exists near Han Zhong and Zi Tong. Pass without damage with Adept March.

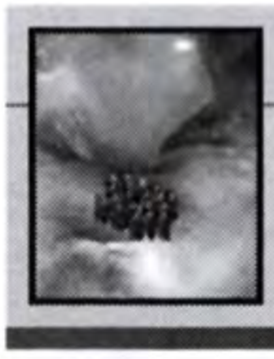


Sand

Facilities: Yes

Tactics: Pike, crossbow, cavalry, weaponry

-

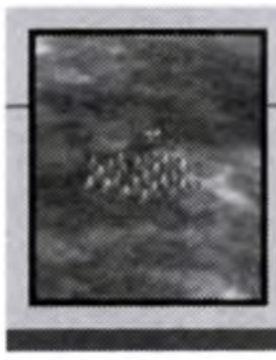


Crossing

Facilities: No

Tactics: Spear, pike, crossbow, cavalry, weaponry

-



Swamp

Facilities: No

Tactics: Spear, pike, crossbow, weaponry

-

Shallows

Facilities: No

Tactics: Spear, pike, crossbow, cavalry, weaponry

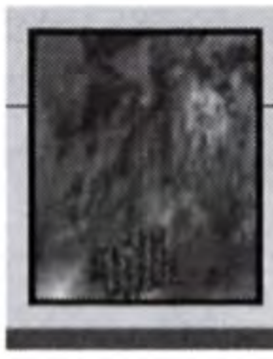
Move through with Adept March.

Poison

Facilities: No

Tactics: Spear, pike, crossbow, weaponry

Troops decrease. Exists near Jian Ning and Yun Nan.

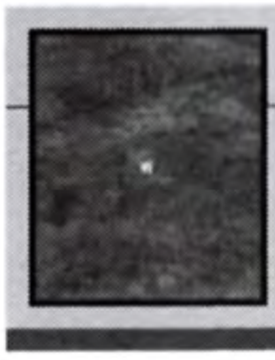


Cliff

Facilities: No

Tactics: No

Units are unable to pass.



Forest

Facilities: No

Tactics: Spear, pike, weaponry

Cannot use Incinerate or Arrow Attacks.

Shortcut

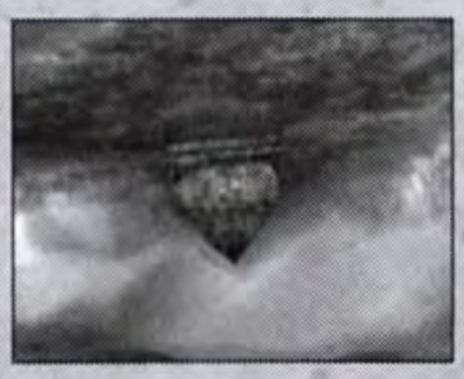
Facilities: No

Tactics: Spear, pike, crossbow, weaponry

Exists in the lands of Shu. Move through with Adept March

KEY Tactics: Tactics available when an enemy unit is in the terrain.

Other Types of Terrain



Dam

If destroyed, nearby cities will be flooded, causing them to lose HP and troops.

If you do not destroy the dam from a higher elevation, your unit will be swept away with the flood!

Boulders

Attacking the boulders will cause them to fall, damaging any units below.

Strategy

Various strategies can be performed by using the unit command Strategy (P.42). Using strategies requires Will. Your unit's Intelligence affects the chance of success. The extent of a strategy depends on its contents, the skills, and techniques of your officers.

Strategy	Will	Description
Fire	10	Set fire to any unit, base, facility, or terrain adjacent to you (excluding water).
Extinguish	10	Put out a fire in your unit's square or within 2 squares from your unit.
Misinform	15	Force an enemy unit within 2 squares to return to its base.
Perturb	15	Prevent an enemy unit within 2 squares from moving.
Settle	10	Returns an allied unit within 2 squares under the effects of Misinform or Perturb back to normal.
Ambush	10	Attack an enemy adjacent to you. Consumes Will, but your unit will not be affected. Only available in the forest. Cannot be used by Cavalry and Weaponry.
Blunder	20	Trick enemy units adjacent to you into fighting. Cannot be used by Weaponry.
Sorcery	50	Force enemies to retreat or become confused. Cannot use against enemy units within 2 squares. The effect is good for the squares surrounding the target.
Lightning	50	Cause a lightning strike. Can start a fire which could engulf your unit as well. Use against enemy units within 2 squares of you. The effect is good for the squares surrounding the target.

Status Effects

Confused

Causes the unit to become static. The chance of being challenged to a Duel increases. Recover with Settle.

Misinformed

Forces the unit to return to base. Recover with Settle.

Attacking Bases

Place your unit within 2 squares of the base.

The base will lose troops and become unable to issue certain commands.

Use weaponry

Use towers or catapults when there are few troops in the base. Use rams or juggernauts when the base's HP is low.

Surround the base and bring it down

When you move to take the base, bring in as many units as possible and surround it. The number of units determines the number of enemy officers you can capture.

Duels

During battles and events, you may be challenged to a duel. If you win a duel during a battle, you may capture the enemy officer.

Duel Screen

Spirit

Spirit will increase as the duel progresses. Damage or using a special move will increase it greatly.

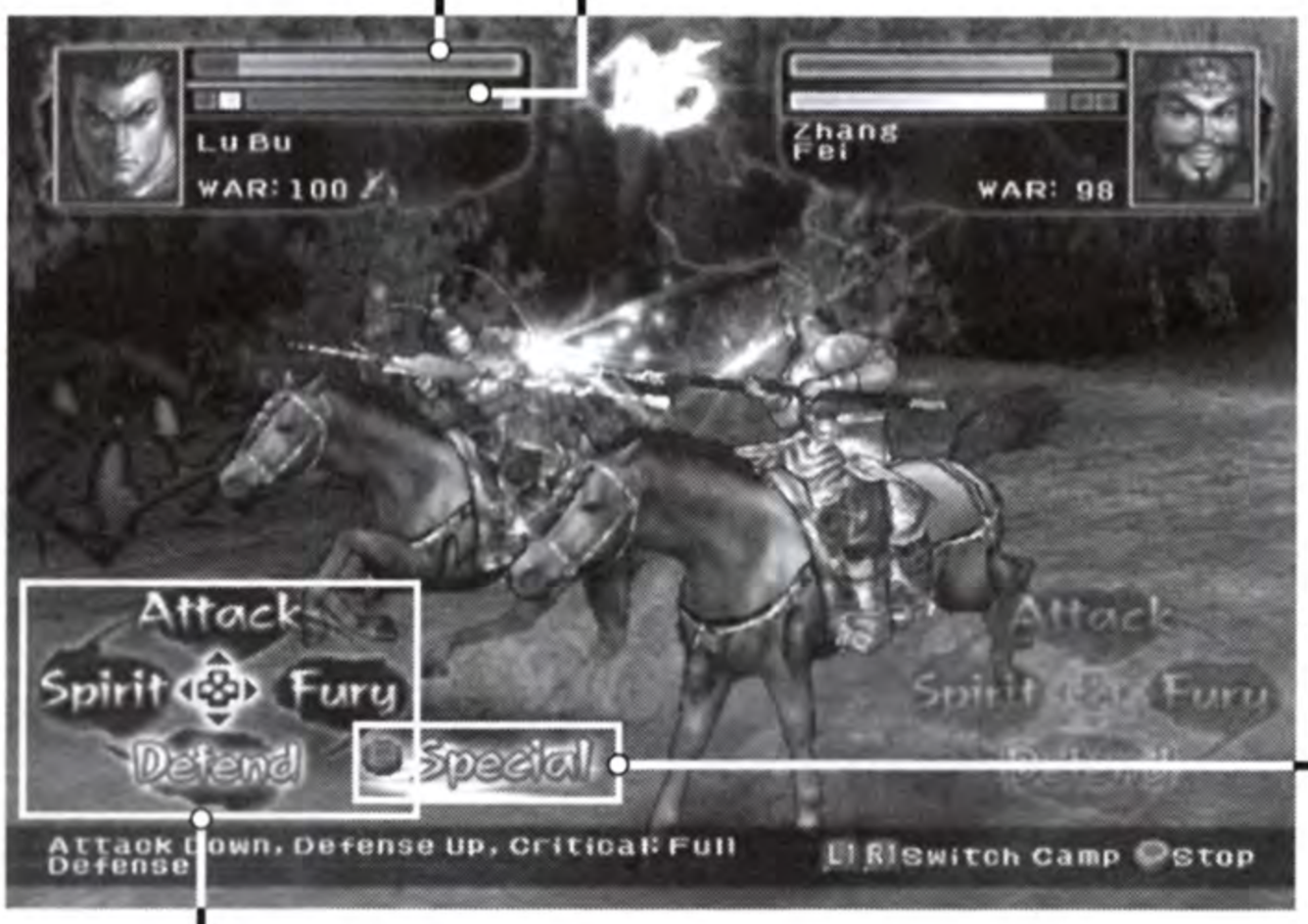
Spirit 100

Spirit 200

Spirit 300

HP

You lose the duel if it reaches zero.



*During a battle, you can choose the officer to duel using the L1 / R1 buttons.

Duel Commands

The heart of the duel. Use the directional buttons to change the command at any time. Using one command will increase the likelihood of a critical hit.

Command	Result	Critical
Attack	Decreases defense but increases attack. Spirit increases, but only slightly.	Perform a combo attack.
Spirit	Balance between offense and defense, while building Spirit.	Spirit rises significantly.
Defend	Does not attack very often and focuses on defense.	Renders an enemy's attack ineffective for a short time.
Fury	Releases a powerful attack, albeit with a low success rate.	Unknown.

Special Commands

Use stored Spirit to deliver a special move. To bring up the list of special commands, press the ● button.

Command (Spirit)	Result
Mortal Blow (100)	Deliver great damage to the enemy.
Strike Vitals (200)	Deliver great damage to the enemy and injure them.
Musou (300)	Deliver great damage to the enemy and disable enemy moves such as Shout.
Shout (100)	Attack ability increases.
Iron Defense (100)	Defense ability increases.
Throwing Knife (0)	Requires the item, Throwing Knife. Delivers relatively heavy damage to the enemy and disables enemy moves such as Shout. Usage is limited to once per duel.
Feign Retreat (0)	Requires the item, Bow. Delivers relatively heavy damage to the enemy and injures them. Usage is limited to once per duel.
Retreat (0)	Flee from the duel.

Change / Pause

Use the ◉ button to stop time and check the battle conditions. If you have a substitute officer, change them here.

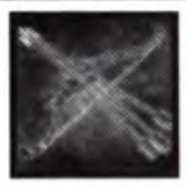
When you want to change officers, press the ◉ button, select an officer and press the ◉ button again.

The Rules of Dueling

Starting and fighting duels	Press the ◉ button to begin the duel. You can always change your duel command. Using a single command increases the likelihood of a "critical" attack.
Replace an Officer	If your officer is in trouble, it is easy to swap in a new officer. Sworn siblings, spouses, close friends, and relatives are even easier. You can always swap an officer again later in the duel.
Winning Conditions	The first officer whose health becomes zero loses regardless of whether their substitute officer has health remaining. It's a draw if the health is even.

Items

Equip items to help you during the duel.

	Elite Horse	Increases the success rate of fleeing the duel and prevents the enemy from fleeing.
	Swords	Increases the rate at which Spirit increases.
	Throwing Knife	Can use the special command, Throwing Knife.
	Bow	Can use the special command, Feign Retreat.

Long Spear

Attack ability increases.

Crescent Halberd

Further increases attack ability.

Serpent Blade

Easier to score critical strikes.

Blue Dragon

You are given more turns to attack than the enemy.

PERSONNEL

Officers are the backbone of a force. Recruit as many talented officers as possible or steal them from other forces.

Search - Find new officers to join your forces.

Select "Search" under the "Personnel" menu. Search any base (city, bulwark) where you have an officer stationed.

Chose an officer to carry out the search. The Strategist will recommend officers ideally suited for a job. The POL rating of the officer will determine your chance of success.

Once you select Confirm, the officer will begin a search. If somebody is found, try to convince them to join you. You may be challenged to a debate (P.34).

Employ - Convince an enemy officer to join you.

Select "Employ" under the "Personnel" menu.

Chose an officer to recruit and an officer to carry out the task. The Charisma (CHR) of the executing officer determines the chance of success. The affinity with your forces and the officers under your employ may also affect the officer's decision.

Once you select Confirm, the officer will begin recruiting. The recruiting process will take time to complete but if the recruiter is successful, the enemy officer will become your employee.

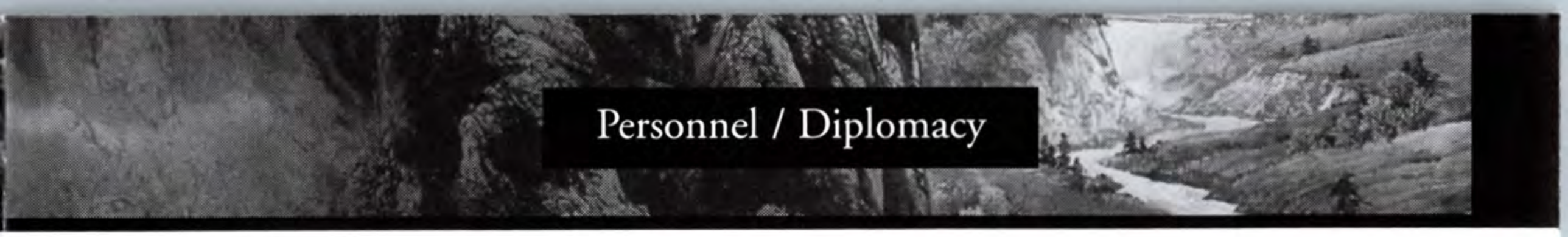
KEY POINTS

A Available officers include officers from other forces, prisoners, officers with no allegiance in cities under your control and officers within vacant cities.

B Officers you cannot employ are Sovereign of other forces, officers in cities of other forces, officers with a Loyalty of 100, or officers in other forces that are with their sworn siblings or spouses.

* Even if an officer's Loyalty is 100, sworn siblings or spouses of that officer may be able to recruit them.

C Officers with the skill Enlister have the ability to find all of the available officers.



DIPLOMACY

Make peace with those far away and attack those close to you. Wars fought with words can move the heavens as much as any sword.

Alliance / Ceasefire / Exchange - A temporary truce

Chose an enemy force and an officer to carry out the order.

Determine the amount of gold to give. For Ceasefire, also select the time span. For Exchange, also select the prisoner to exchange.

Once you select Confirm, the officer will follow your command. It will take some time to know the results since the officer will be leaving for another city. Depending on the story, there may also be a debate (P.34).

Solicit - A brilliant tactic for taking land without fighting

Chose an enemy force and an officer to carry out the order. The Charisma (CHR) of your officer and the difference in military strength between the two forces will determine your success.

Once you select Confirm, the officer will follow your command. It will take some time to know the results since the officer will be leaving for another city. Depending on the story, there may also be a debate (P.34). If successful, you will gain all of the officers and bases of the other force.

KEY POINTS

A There are 5 levels of relations within diplomacy. Trusted, Friendly, Neutral, Poor, and Hostile. The relations you have with a force determines the likelihood of an attack from them. Use Goodwill to improve relations.

B Diplomatic relations can take the form of an Alliance or a Ceasefire when the enemy cannot attack. Alliances can be formed if relations between your two forces are good. Ceasefires depend on the amount of money being offered. Even if relations are poor, a large amount of money may convince them to agree to the ceasefire.

C Famous officers such as Cao Cao, Liu Bei and Sun Jian will usually not agree to a solicitation.

Debates - Words can be as powerful as any weapon

During diplomacy and recruiting officers, you may be challenged to a debate. Officers with the skill Negotiator are more likely to enter into debates during diplomacy (Alliances, Ceasefires, Exchanges). Winning the debate will bring you success in recruiting, alliance, ceasefire or exchange.

Debate Screen

Psyche Meter

Decreases when attacked. If it reaches zero, you lose.

Anger Meter

Increases if you are attacked, draw or use Frenzy.

Debate Commands

Your Intelligence (INT) determines the possible commands available to you. Commands are replenished with each turn.

Current Topic

Put down a card based on the current topic. If you both put down a card different from the current topic, the card with the higher number will win and the topic change.

Platform

The platform is synchronized with the Psyche Meter and will crack when your level falls below a certain level. You lose if the entire platform breaks.

Choose a card from Logic, Fact, or Time. You can also set a topic card.

The card that matches the topic wins. If both cards' topics are the same, the card with the higher number wins.

The loser's Psyche Meter decreases and the debate proceeds to the next turn.

The winner puts down the next card.

If the Psyche Meter reaches zero, the platform will break and the one left standing wins.

Debating Rules

Match the Topic	Cards that match the current topic are stronger than cards of different topics. If both players play cards which differ from the current topic, the card with the higher number wins. It's a draw if the numbers are equal.
Card Strength	The order of strength of the cards goes from Ignore > Bellow > Topic Card > Settle > Frenzy. Strong cards will disable the effects of weak cards. But, Settle and Frenzy will show their effects after the opponent's attack.
Card Types	Officers that excel at debates have access to a greater variety of cards. Additionally, with the item, Writings, you are able to use all of the debate cards.

Furious Status

When the Anger Meter is full, you can perform a special attack. The type of attack depends on the personality of the officer.

Timid	When you reach Furious Status, release all of the topic cards at your opponent.
Cool	The strength of cards will increase for a number of turns. Also, you will be able to use Renew each turn. Block your opponent's technique cards.
Bold	Your cards will become invincible (except for Ignore and Bellow) for a number of turns.
Reckless	Your anger will explode, causing heavy damage to your opponent.

Debate Cards

Officers possess different debate commands. If an officer has the item, Writings, then they will be able to use all of the debate commands.

Topics	Logic	Debate issues of logic. Higher numbers equal greater strength.
	Fact	Debate issues of fact. Higher numbers equal greater strength.
	Time	Debate issues of time. Higher numbers equal greater strength.
Debate Commands	Ignore	Ignore the words of your opponent. The most powerful debate command. Increases the Anger Meter of your opponent considerably.
	Bellow	Beats all cards other than Ignore. Delivers heavy damage to your opponent and increases your Anger Meter.
	Sophistry	Beats all cards other than Ignore and Bellow. Also returns attacks to your opponent and may change the topic.
	Settle	If used, your opponent's Anger Meter will decrease greatly. If used while your opponent is furious, then it will render their fury useless. You cannot use while you are furious.
	Frenzy	If used, your Anger Meter will increase significantly. If used while your opponent is in fury, then it will calm their fury and send you into fury instead. You cannot use while you are furious.
	Renew	Exchange all of your cards. After you use it once, you can only use it when your platform cracks and you are in a disadvantageous position.

KEY POINTS

A	Be sure to save Frenzy and Settle for a state of emergency.
B	If the platform cracks, you will be able to use Renew again. Be sure to use it before it's too late!
C	If you damage your opponent heavily towards the end, you will be given a choice. If you choose to show mercy, you will be given Technique Points. If you choose to continue, the stakes of the game will increase. The physical effects on the loser will worsen while the winner's Intelligence may also increase.

STRATEGY

Achieving victory without battle is the ultimate strategy.

Disrupt - Force two enemy forces to fight (the Rival Tigers Plot)

Go to the "Strategy" menu and select "Disrupt."

Choose two forces from the map or the list of forces and an officer to carry out the order.
The relationship and the success of the plan is determined by the level of Intelligence of the two forces' Sovereigns and Strategists.

Once you select Confirm, the officer will carry out the command. It will take some time to receive the results since the officer will be leaving for another city. If successful, the relations between the two forces will worsen.

Collaborate - Isolate the enemy Prefect (The Tiger - Wolf plot)

Go to the "Strategy" menu and select "Collaborate."

Choose two forces from the map or the list of forces and an officer to carry out the order. The odds of success are greater if the city has an ambitious Prefect and his level of loyalty is low.

Once you select Confirm, the officer will carry out the command. It will take some time to receive the results since the officer will be leaving for another city. If successful, the enemy Prefect will break off to form his own force.

Rumor - Decreases Order and Loyalty

Go to the "Strategy" menu and select "Rumor."

Choose the force from either the map or list and an officer to carry out the order. The Intelligence of the force's Strategist, Prefect and Sovereign, will determine if the plan will succeed.

Once you select Confirm, the officer will carry out the command. It will take some time to receive the results since the officer will be leaving for another city. If successful, the base's Order and the Loyalty of the officers at the base will decrease.

DISTRICT

A competent ruler will entrust his lands to his subordinates and focus on uniting China.

Establish

Go to the "District" menu and select "Establish."

Choose Cities and a Viceroy will be selected automatically.

Select District Policy. Under Settings, you can set equipment production and attack permissions.

Force Capture	Focuses on building arms and preparing to attack other forces. With Capture Target, select the district you will target.
City Capture	Focuses on building arms and taking out cities. With Capture Target, select the district you will target.
Auto	Select destination with Transport Target.

KEY POINTS

A If there is an officer in a base who hasn't moved, you can use Transport to move the officer.

B You can use Personnel commands such as Move, Summon, Reward and Award when you select a base set on Auto.

SOVEREIGN

In order to become sovereign, one must have firm control over his subordinates and know when and what resources to use.

Ranks

Select "Ranks" under the "Sovereign" menu. The current condition of the ranks within your forces will be displayed.

Choosing Auto-appoint will result in ranks being automatically assigned based on achievements. If you wish to assign ranks yourself, choose Indiv.-appoint.

To see a list of officers and the achievements they have fulfilled for their rank, select a rank and press the ⊗ button.

KEY POINTS

A An officer's achievements determine the rank that can be assigned to them.

B An officer can increase their achievements by carrying out orders, successfully completing missions, such as recruiting or diplomacy, and by winning in battles, duels and/or debates.

Titles

By completing certain conditions, the Imperial Court may give you a title. (If the Han Imperial Court is gone, you will be self-proclaimed.) With a higher title, there are more ranks you can give to your subordinates.

Emperor	Must have at least 24 cities under your control. However, if there's a Later Han Emperor you must support him.	Grand General	Must have at least 12 cities.
		Field Marshal	Must have at least 8 cities.
Regent	Must have at least 20 cities.	General	Must have at least 6 cities.
Duke	Must have at least 18 cities.	Governor	Must have at least 4 cities.
Baron	Must have at least 14 cities.	Lt. Governor	Must have at least 2 cities.

*Yellow Turbans cannot receive titles. But, they are able to command a larger number of troops.

COMMANDS

Base Commands

You must have Action Points (P.10) in order to carry out commands.

City

Develop	Time	Yes	Cost	Depends on facility	Action Points	20	# of officers	up to 3

Create government facilities. Officers used for construction cannot perform additional commands until development is finished. You cannot develop when an enemy is within 2 squares of your city.
Using officers with high POL ability will decrease development time. ▲ Technique Points / Officer's POL ability / Deeds ▼ Land available for development

Recruit	Time	-	Cost	300	Action Points	20	# of officers	up to 3

Recruit additional troops. Requires barracks. If there is an enemy within 2 squares of your city, the number of troops you can recruit will decrease.
The recruiting officer's Charisma determines the number of troops you can recruit. ▲ Technique Points / Officer's Charisma / Deeds ▼ Order / Will

Outfit	Time	Yes (Weaponry, Vessels)	Cost	Depends on equipment	Action Points	20	# of officers	up to 3

Produce equipment for your troops. Requires a smith, stable, workshop or shipyard.
The officer's Intelligence will determine the equipment you will be able to produce. In case of weaponry or vessels, you will produce them faster. ▲ Technique Points / Officer's Intelligence / Deeds.

Inspections	Time	-	Cost	100	Action Points	20	# of officers	up to 3

Raises Order. Bandits will not appear as long as Order remains at 80 or above. This command can only be used once per turn. An enemy within 2 squares of your city, will affect the rate at which Order increases in your base.
Your officer's level of Leadership will determine the rate at which Order increases. ▲ Technique Points / Officer's Leadership rating / Deeds

Merchant	Time	-	Cost	Depends on deal	Action Points	20	# of officers	1

Buy and sell food. Press the left analog stick to the left to sell food and press it to the right to buy. You cannot perform this action when there is an enemy within 2 squares of your city.
Your officer's POL rating determines how favorable the deals will be. ▲ Officer's POL rating / Deeds

Techniques	Time	Yes	Cost	Depends on technique	Action Points	50	# of officers	up to 3

Use TP to research new techniques. You cannot perform this action when there is an enemy within 2 squares of the city.
The research period depends on the contents being researched and the abilities of the officers (P.20). ▲ Officer's Deeds ▼ Technique Points

Military

Drill	Time	-	Cost	-	Action Points	20	# of officers	up to 3

Train your troops. Training increases Will, which is necessary to use Tactics and Strategies. You can only train once per turn.
Your officer's War rating determines the increase of Will. ▲ Technique Points / Officer's War rating / Deeds

March	Time	-	Cost	-	Action Points	10	# of officers	up to 3 per unit

Form a unit and march (P.22). Only officers that have not undertaken any commands can march. There is no limit to the number of units that can march. While marching, your troops will consume more food than when stationed at a base.

KEY
▲ Items that increase after executing the command.
▼ Items that decrease after executing the command.

Transport	Time	-	Cost	-	Action Points	10	# of officers	up to 3 per unit

Form a transport unit and send troops, gold, food, etc. to other cities or bulwarks. Select an allied unit and press the ⊗ button. Your unit will consume more food while transporting the goods but less than the amount consumed by marching soldiers. Transport units have little offensive/defensive ability, so they are not very effective in battle. After delivering the supplies, you will have the choice of leaving the transport unit at the destination, or sending them back to your main district base.

Personnel

Move	Time	Yes	Cost	-	Action Points	20	# of officers	-

Move officers to another base. You can select the base from the map or from the list. You cannot move officers if there is an enemy within 2 squares of the city.

Summon	Time	Yes	Cost	-	Action Points	20	# of officers	-

Gather officers from other bases. Choose the officers from a list. If you summon all of the officers from another district, that district will be disbanded. You cannot summon officers if there is an enemy within 2 squares of the city.

Search	Time	-	Cost	-	Action Points	20	# of officers	1

Search for available officers within a base. Try to employ officers that are found. You may be challenged to a debate in order to get the officer. Items and gold can also be found on occasion.
The officer's POL rating determines the chance for success. If the base is the hometown for the officer, the results will be even better. ▲ Officer's POL rating / Deeds / Technique Points (if successful)

Employ	Time	Yes	Cost	-	Action Points	20	# of officers	1

Attempt to recruit officers from other forces or officers from unoccupied bases.
The Charisma rating of your officer and the Loyalty rating of your target determines your chances of success. The relationship between the two forces also plays a factor. ▲ Officer's Charisma rating / Deeds / Technique Points (if successful)

Reward	Time	-	Cost	100G / person	Action Points	5 / person	# of officers	-

Give gold to your officer to raise Loyalty and prevent them from turning against you. Although the money is taken from the base that gives the command, you can use it to reward any officer in your force. You cannot reward an officer whose Loyalty is already 100 or if they are currently engaged in battle within a unit. You can only reward the same officer once on any given turn.
You can reward multiple officers at the same time.

Award	Time	Yes	Cost	-	Action Points	10	# of officers	-

Give an item to an officer or take an item from an officer and give it to another.
▲ Loyalty of officer who receives the item ▼ Loyalty of officer who loses the item

Diplomacy

Goodwill

Time	Yes	Cost	1000	Action Points	30	# of officers	1

Donating gold to a force will improve diplomatic relations with that force.
Your officer's POL rating determines the relations with other forces. The relationship between the officer and the other force (close friends, liked officers/ disliked officers) also has an effect. (UP) Diplomatic Relations / Officer's POL rating / Deeds

Alliance

Time	Yes	Cost	1000-10000	Action Points	30	# of officers	1

Form an alliance with another force. During the term of your alliance, you will not be able to attack each other.
The diplomatic relations and the Politic rating of your officer determines your chance for success. The relationship between your officer and the other force's Sovereign (close friend, liked officer/disliked officer) and the amount of gold you offer also has an effect. ▲ Diplomatic Relations / Officer's POL rating / Deeds / Technique Points (if successful) ▼ Diplomatic Relations (if unsuccessful)

Discard

Time	Yes	Cost	-	Action Points	30	# of officers	1

Disband an alliance.
▲ Officer's POL rating / Deeds ▼ Diplomatic Relations / Technique Points (of the force that proposed the disbanding)

Ceasefire

Time	Yes	Cost	0-10000	Action Points	30	# of officers	1

Agree to a ceasefire with a force other than one of your allies (2 to 24 months). While under the terms of the ceasefire, you are unable to attack each other.
The POL rating determines your chance of success. The relationship between your officer and the other force's Sovereign (close friend, liked officer/disliked officer), the proposed time span and gold also has an effect. ▲ Officer's POL rating / Deeds / Technique Points (if successful) ▼ Diplomatic Relations (if unsuccessful)

Solicit

Time	Yes	Cost	-	Action Points	30	# of officers	1

Demand surrender. If successful, all of the enemy bases and officers will be yours.
The enemy force's WAR ability and your officer's Charisma determines the chance of success. The relationship between your officer and the other force's Sovereign (close friend, liked officer/disliked officer) also has an effect. ▲ Officer's Charisma rating / Deeds / Technique Points (if successful) ▼ Diplomatic Relations (if unsuccessful)

Exchange

Time	Yes	Cost	1000-20000	Action Points	30	# of officers	1

Recover your officer being held by another force in exchange for a prisoner you are holding.
Your officer's POL rating determines your chance of success. The relationship between your officer and the other force's Sovereign (close friend, liked officer/ disliked officer), the abilities of the prisoner and the amount of gold offered also has an effect. ▲ Officer's POL rating / Deeds / Technique Points (if successful for both sides) ▼ Diplomatic Relations (if unsuccessful)

Strategy

Disrupt

Time	Yes	Cost	200	Action Points	30	# of officers	1

Disrupts relations between two forces.
The Intelligence rating of your officer, and of the two forces' Sovereign determines the chance of success. Diplomatic Relations between the two also has an effect. ▲ Officer's Intelligence rating / Deeds ▼ Diplomatic Relations (with both forces if unsuccessful)

Collaborate

Time	Yes	Cost	200	Action Points	30	# of officers	1

Isolate a Prefect or Viceroy from another force.
Your officer's Intelligence rating, the Ambition of the Prefect or Viceroy, and their Loyalty determines the chance of success. ▲ Officer's Intelligence rating / Deeds ▼ Diplomatic Relations (if unsuccessful)

Rumor	Time	Yes	Cost	200	Action Points	30	# of officers	1

Lowers the level of Order in a force and the Loyalty of the force to its officer.
Your officer's Intelligence rating and the Intelligence of their Strategist, Prefect and Sovereign determines the chance of success. ▲ Officer's Intelligence rating / Deeds ▼ Order / Loyalty (if successful) / Diplomatic Relations (if unsuccessful)

District

Establish	Time	-	Cost	-	Action Points	-	# of officers	-

Create a new district. Set the cities, policy (Capture Force, Capture City, Auto), the attack target, the transport target, and auto details.

Edit	Time	-	Cost	-	Action Points	-	# of officers	-

Edit an existing district. You can change the settings for city, policy (Capture Force, Capture City, Auto), attack target, transport target and auto details.

Dissolve	Time	-	Cost	-	Action Points	-	# of officers	-

Disband an existing district and return its members to your current main district.

Sovereign

Council	Time	-	Cost	-	Action Points	-	# of officers	up to 6

Hold council and decide on upcoming strategy when the Sovereign is in the base. Up to 6 members can participate in a council. Your subordinates will carry out the decisions when the council is dismissed.

Strategists	Time	-	Cost	-	Action Points	-	# of officers	-

Appoint a Strategist who will advise when issuing commands. Nominate an officer who has an Intelligence rating of 70 or higher.
Your Strategist's advise will improve with higher Intelligence rating.

Ranks	Time	-	Cost	-	Action Points	-	# of officers	-

Appoint ranks to subordinates based on their Deeds. Giving them a rank will increase their abilities and the number of troops they can command. The title of your Sovereign (P.37) determines the level of ranks you can give out.

Oath	Time	-	Cost	-	Action Points	-	# of officers	up to 3

Make an officer your sworn sibling. Requires 500 Technique Points.
Requires 2 officers of the same sex with at least 500 Deeds each.

Marriage	Time	-	Cost	-	Action Points	-	# of officers	2

Arrange a marriage. Requires 500 Technique Points.
Requires a male and female officer each with at least 500 Deeds.

Banish	Time	-	Cost	-	Action Points	-	# of officers	-

Release an officer or prisoner. A prisoner will return to his Sovereign's base when released.
▲ Technique Points (release prisoner) ▼ Technique Points (release one of your own officers)

Unit Commands

Display the Unit Command list by highlighting a unit and pressing the ⊗ button twice. Highlighted text are commands that you can perform.

Attack	Attack an enemy force's unit, base, or facility in an adjacent square. Use bows to attack enemies that are further away.
Surround	Surround an enemy unit, base, or facility using multiple units and attack in unison. The units that participate in the attack will not be engaged by the enemy, but they will be unable to move until the next turn.
Tactics	Utilize tactics enabled by the use of equipment (P.24). Requires Will.
Duel	Issue a challenge for a duel (P.30) to an adjacent unit. You may be turned down. Winning the duel will increase your Deeds and TP and your WAR rating may go up, as well. Declining duels causes the unit's Will and troops to decrease. The loser may be taken prisoner or even killed.
Strategy	Engage a strategy (P.27). Requires Will.
Build	Build a military facility or trap (P.27). Requires gold. Some buildings may take several turns to complete. The unit will wait for further orders after completing construction.
Repair	Repairs damaged facilities. Only applicable to facilities adjacent to you. When military facilities return to full strength, their function will be restored. The Build rating of the unit determines the quality of their job. No gold required.
Retreat	Return the unit to its home base.
Wait	Halts a unit until further orders are given.

Facility Commands

Remove	Demolish a government or military facility. Select a facility and press the ⊗ button to proceed. Demolishing structures requires TP and 10 Action Points.

Info

View detailed information on officers, cities, etc. (P.46).

Skills

Skills are special talents possessed by officers which play a role in various situations such as government, diplomacy or war. In general, each officer has 1 skill or none at all. New skills can be learned through events.

Admiral	Critical* with naval tactics vs. weak units.
Aegis	Damage for non-fire attack is 50%. For fire, 200%.
Agile Mind	All tactics successful against units with low Intelligence.
Ambush	Critical with successful ambush.
Antidote	Guards against poison.
Archer General	Critical with Crossbow tactics against weak units.
Assistance	Support available without ties (excludes disliked officers).
Beguile	Enemy soldiers defect to your force when defeated.
Benevolent Rule	Officer Loyalty does not diminish.
Black Arts	Can use Sorcery and Lightning.
Bowmanship	Can use Crossbow tactics in forests.
Breeding	Increases Horses bred.
Capture	Captures officers of defeated units.
Cavalry General	Critical with Cavalry tactics against weak units.
Chain Attack	Decreases the chance of two regular attacks by 50%.
Chain Reaction	Strategies also affect adjacent units.
Clear Thought	Immunity to Misinform and Perturb.
Close Combat	Critical attack in forests.
Colonization	Troops do not need food at bulwarks and barriers.
Intensify	Critical with successful strategy.
Counter Plan	On thwarting strategy, counter with the same.
Covert Plan	Critical with strategy against units with high Intelligence.
Cunning	Critical with strategy against units with low Intelligence.
Augment	Range of strategies increases by 1 square.
Detection	Thwart strategies of units with low Intelligence.
Disconcertion	100% success of Perturb against units with low Intelligence.
Divine Bows	Critical with Crossbow tactics.
Divine Cavalry	Critical with Cavalry tactics.
Divine Fire	Successful fire strategies against units with low Intelligence.
Divine Forge	Critical with weaponry tactics.
Divine Pikes	Critical with Pike tactics.
Divine Potency	All strategies successful against units with low Intelligence.

*A "Critical" is a more powerful attack.

Divine Right	Critical with Spear and Pike tactics.
Divine Spears	Critical with Spear tactics.
Divine Waters	Critical with naval tactics.
Efficacy	Increased production of Spears, Pikes, and Crossbows.
Entrap	50% chance of Confusion on joint attack.
Escape Route	Officer escapes even if unit is destroyed.
Escort	No deaths or injuries to unit officers (excluding duels).
Exterminate	Critical on units weaker than you.
Fame	Increases soldiers when recruiting.
Feng Shui	No locusts or plague in city.
Fire Assault	100% success rate of fire attack against units with low Intelligence.
Fleetness	Ignore ZOC on land.
Flying General	Ignore ZOC on land. Critical with tactics against weak units.
Focus	Unit tactics consume only 1 Will.
Forced Gallop	Improves Cavalry movement.
Forced March	Speed of unit on land increases (not for Transport & Weaponry officers).
Fortification	HP increase by 200% for military facilities.
Fortitude	When troops are low, chance of damage is 50%.
Gladdened Heart	Unit recovers Will on each turn.
God's Command	Critical with regular attacks against weak units.
Indestructible	50% chance of no damage from weak enemy.
Indomitable	Immunity to Perturb.
Insight	Thwart all enemy strategies.
Integrity	Immunity to Misinform.
Invention	Decreases Weaponry production time by half.
Iron Wall	Normal damage taken from Surround attack.
Levy	Half the normal amount of Food guaranteed every month.
Majesty	Greatly lowers Will of attacking enemy.
Marine Raid	Decreases chance of damage by water attacks by 50%.
Masterful	Increases TP by 200% when defeating a unit.
Nanman Ties	Keeps away Nanman citadels on land.
Negotiator	Alliance, Ceasefire, Exchange succeed more often.
Pedagogy	Cost of Technique research cut in half.
Pike General	Critical with Pike tactic against weak units.

Plunder	Steal item from defeated unit.
Poison Tongue	Misinform always succeeds against units with low Intelligence.
Prayers	Abundant Harvests are more common.
Promotion	Recover Will on defeated enemy unit.
Propulsion	Ignores ZOC on water.
Providence	Prevents injury, capture, or death in battle.
Puissance	Critical with all tactics.
Qiang Ties	No Qiang citadels appear on your land.
Raid	For land attacks, the chance of taking damage is 50%.
Range	Towers and stone projectile range +1 square.
Resolute	Recover Will after enemy tactics.
Seamanship	Improves movement on water.
Shanyue Ties	No Shanyue citadels appear on your land.
Shipbuilding	Naval equipment production time cut in half.
Siege	Critical on attacking buildings.
Siren	Twice the success rate with strategy against male officer units.
Sorcery	Use Sorcery.
Spear General	Critical with Spear tactics against weak units.
Spousal Support	Player & spouse abilities +1 on marriage.
Stampede	Causes Confusion with Cavalry tactics against weak units.
Stirring Music	Twice as much Will gained via Band Platform.
Suppression	No foreign/rebel citadels appear on your land.
Sustenance	Cities' monthly Food income increases 150%.
Sweep Asunder	Lowers Will of attacking enemy.
Taxation	Half the amount of Gold guaranteed on every turn.
Transport	Improves Movement of transported units on land.
Traverse	No damage on plankways; less from rocks.
Trickery	Blunder 100% successful against units with low Intelligence.
Valiant General	Critical with any tactic against a weak unit.
Vehemence	50% chance of officer damage if enemy moved by tactic.
Wealth	Cities' monthly Gold income increases by 150%.
White Riders	Always Critical damage. Horsebows available without research.
Wuwan Ties	No Wuwan citadels appear on your land.

INFORMATION

View the Info screen by pressing the △ button on the Main Map. Selecting an item from the list will bring up more detailed information.

Officers - Officer Information

Service	Current Unit / Base / Location / etc.	
	Prefect	Prefects are chosen based on rank (P.37) and abilities. The Prefect officer is marked with a "✓".
Status	The officer's rank, items in inventory, etc.	
	Loyalty	The officer's loyalty towards his Sovereign. Max is 100. Raised with Reward and Award.
	Deeds	The officer's current Deeds. The officer's rank (P.37) is determined by the level of his Deeds.
Abilities	The officer's abilities, current health, etc. Abilities increase by successfully completing certain commands.	
	LDR (Leadership)	Influences the result of Inspections. Affects unit defensive ability.
	WAR (Battle ability)	Influences the result of Drill. Affects unit attack ability and duel attack ability.
	INT (Intelligence)	Influences the results of Outfit, Strategy, the Unit Commands Misinform, Perturb, Blunder, Sorcery, Lightning, and of debates. Affects the Intelligence rating of the unit.
	POL (Politics)	Influences the results of Develop, Diplomacy (except Solicit), Merchant, and Search. Affects the production skills of your unit.
	CHR (Charisma)	Influences the results of Recruit, Employ, and Solicit.
	Energy	Your life meter for duels. May decrease after a duel. It will gradually recover with time.
	Health	Progresses from Good > Weakened > Struggling > Critical. Decreases due to fighting and illness. Loss of health, will temporarily decrease your abilities as well. It will gradually recover with time.
Skills	Any Skills (P.43) that the officer possesses.	
APT (Aptitude)	The officer's aptitude for each of the types of equipment. Split into 4 levels: S > A > B > C. If the commanding officer and sub-officer's aptitude are high, the unit will be strong. Also, the aptitude determines the available tactics and the success rate.	
Orders	The orders currently given to the officer. You can only see orders for officers within your force.	
	Target	The target of the orders.
	Time	The time span for the orders to complete.
	Action	Officers that have already moved during the current turn are marked "Done." Those who are yet to move are marked "Active."
Individual	The officer's rank, age, sex, etc.	
	Command	The number of troops the officer can command. Determined by the rank of the officer.
	Pay	The salary the officer receives each month.
	Sex	The officer's gender. Affects characteristics in speaking, fighting, and debates.
Kin	The officer's mother and father.	
Ties	The officer's sworn siblings and spouses.	

City - City Information

Status	Shows the force in control of the city, its Prefect, Order, etc.	
	Speciality	Equipment that can be made cheaper than normal. By developing the necessary facilities, that equipment will be made automatically each month (excludes weaponry and ships). Large Cities can hold up to 150,000 troops (normal cities can only hold 100,000).
	Emperor	The city containing the Later Han Emperor will be marked with a "✓".

Military	The number of troops, officers, etc. in the city.	
	Will	The fighting spirit of the city's troops. Will is necessary when marching and using Tactics (P.24) or Strategies (P.29).
	HP	The city's current strength. If it reaches 0 due to an enemy attack, the city will fall.
	Battle	Cities currently under attack will be marked with a "✓".
Equip 1	The equipment that the city currently possesses. You can hold up to 100,000 of each equipment.	
Equip 2	The number of close range weapons (rams, juggernauts), long range weapons (towers, catapults), and vessels within the city.	
Gold / Food	The amount of gold and food the city currently stores. It can hold up to 100,000 gold and 1,000,000 food.	
	Surplus	Your current assets + income - expenditures.
	Sufficiency	If your balance is in the red, it will be marked with an "X".
Geography / Facilities	The number of cities adjacent to the city, its number of developable land plots, etc.	
	Front Lines	If you are adjacent to another force, it will be marked with an "✓".
	Free Land	The number of available land plots without a facility.
Disasters	If a disaster occurs, it will be marked with a "✓".	
	Citadel	If a bandit citadel exists within the city, it will be marked with a "✓".

Bulwark - Harbor & Barrier Information

Status	Districts, Prefect, battle status, etc.	
Military	The number of troops and officers, Will, HP, etc. Hold up to 30,000 troops.	
Equip 1	Any equipment held by the bulwark. Hold up to 30,000 of each type.	
Equip 2	The number of close range weapons (rams, juggernauts), long range weapons (towers, catapults), and vessels.	
Gold / Food	The bulwark's food and gold. If the bulwark is within range of a city, it will receive gold and food. Hold up to 10,000 gold and 100,000 food.	
	Surplus	Your current assets + income - expenditures.
	Sufficient	If your balance is in the red, it will be marked with a "X".
Disasters	If a disaster occurs, it will be marked with a "✓".	

Force - Force Information

Status	The force's current status, its Strategist, etc.	
	Country	The name of the force. Your force will be given a name once your Sovereign becomes an Emperor.
	Title	Your Sovereign's title (P.37). The Imperial Court will provide titles until the Han Empire demolishes and you will proclaim the titles yourself.
	Technique Points (TP)	Current Technique Points.
	Han Emperor	The city containing the Han Emperor is marked with a "✓". But, if you are ruling in place of the Han Emperor, you will receive TP each month.
Military	The number of armies, cities, troops, officers, etc. within the force.	
Equip 1	The equipment that the force currently possesses.	
Equip 2	The number of close range weapons (rams, juggernauts), long range weapons (towers, catapults), and vessels.	
Diplomacy	Your diplomatic relations (Trusted > Friendly > Neutral > Poor > Hostile) with other forces, relations (alliances, ceasefires), and ceasefire terms.	

Gold / Food	The force's current gold and food.	
	Surplus	Your current assets + income - expenditures.
Research	Any techniques currently being researched, how long before they are done, and which officers are doing the research.	
Spears - Fire	Researched techniques will be marked with a "✓".	

District - District Information

Status	The district's number of cities, officers, troops, etc.	
	Viceroy	The district's commander. The Viceroy is decided automatically based on ability and rank (P.37).
Equip 1	The equipment that the district currently possesses.	
Equip 2	The number of close range weapons (rams, juggernauts), long range weapons (towers, catapults), and vessels.	
Gold / Food	The district's quantity of gold and food.	
	Surplus	Your current assets + income - expenditures.
Policy	The district's policy (P.37). The Viceroy will act based on this policy. You cannot view the policies of other forces.	
	Target	The attack target (P.37). The city or force that is the object of the policy.

Unit - Unit Information

Service	The districts and sub-officers that make up the unit.
Abilities	The abilities of the unit (P.22). Affected by the abilities of the commanding officer and deputies, as well as the unit type.
Unit	The type of unit (P.23), its aptitude (P.22), and the Tactics it can use.
Military	The number of troops in the unit, its Will, gold, food, etc.
Equip 1	The equipment that the unit currently possesses.
Equip 2	The number of direct weapons (rams, juggernauts), long range weapons (towers, catapults), and ships (boats, warships).
Orders	The unit's objective and target, etc. You cannot view the orders of other forces.

Items

Items are mainly used for duels (P.30) and debates (P.34).

Elite Horse	Will always be able to flee from duels.	Bow	Can use Feign Retreat during duels.
Swords	Increases Spirit during duels.	Long Spear	Increases attack ability during duels. Items such as the Serpent Blade, Blue Dragon, and the Crescent Halberd exist.
Throwing Knife	Can use Throwing Knife during duels.	Writings	Can use all Debate Commands during debates.
Seal	Receive Technique Points every month.	Bronze Pheasant	Can build the Pheasant Tower (P.17).

Skills

An explanation of all the skills.

Techniques

Techniques that you are able to research (Drill Spears, etc.) will be colored. Researched Techniques will be displayed in white text.

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